

GAME BOY EXCITEMENT

GB ACTION

NOVEMBER 94 ISSUE 31 £1.50

3 EXCLUSIVES

**MONSTER MAX -
THE MAKING**

BOMBERMAN

THE SMURFS

FLINTSTONES

REVIEWS

DESERT STRIKE

POWER RANGERS

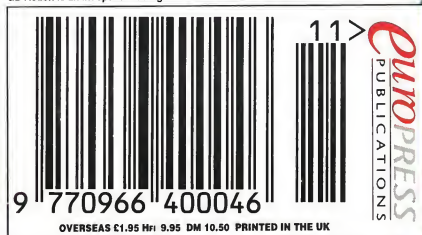
JELLY BOY

PREVIEWS

PROBOTECTOR 2

TAZMANIA 2

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PLUS: OUR WARIO GUIDE CONTINUES, MANGA



(Average Bear)



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the average bear.

(Yogi™ Bear)

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THE SKY'S THE LIMIT FOR COUCH POTATOES

The satellite TV revolution is here. The GB kids decided to reveal their favoured viewing habits - for want of a better topic!

Andy Sherrin



Editor

As a recent recruit to the growing band of Sky subscribers Andy has been experimenting with flicking through the many channels. An interest in the lifestyles and cultures of other countries, particularly Germany, is the only explanation for his study of the late night channels beamed from the continent. Or is it that he's trying to pick up the language? That's unlikely as he always keeps the volume down to a minimum!

Rob Smith



Deputy Editor

Sport and movies figure prominently in Rob's viewing choice. Of course he can't watch his beloved Sheffield Utd on Sky because they got relegated and the satellite station have yet to buy the rights to screen action from the Endsleigh League. Then there's Star Trek:TNG which he simply describes as 'bloomin' smart' and Lt. Cdr Data as 'absolutely fascinating'.

Terry Thiele



Art Geezer Extraordinaire

Having not quite entered the technological revolution as far as viewing is concerned, Terry's only brushes with satellite TV are when he manages to get to the pub to watch Manchester City. Still, it's the best place to watch them from since after enduring another 90 minute hammering he probably needs a stiff drink!

Young Biff



Chief Scrote

It comes as no surprise that Young Biff spends every possible waking hour watching the cartoons on the kiddies channel. And he's been known to scream the house down when dragged from the TV to have his nappy changed and be fed. Although claiming not to actually enjoy the programmes, Young Biff also sits through many of the interesting documentaries on child rearing and knitting featured on the women's channel, UK Living. He loves them!

Neil Jackson



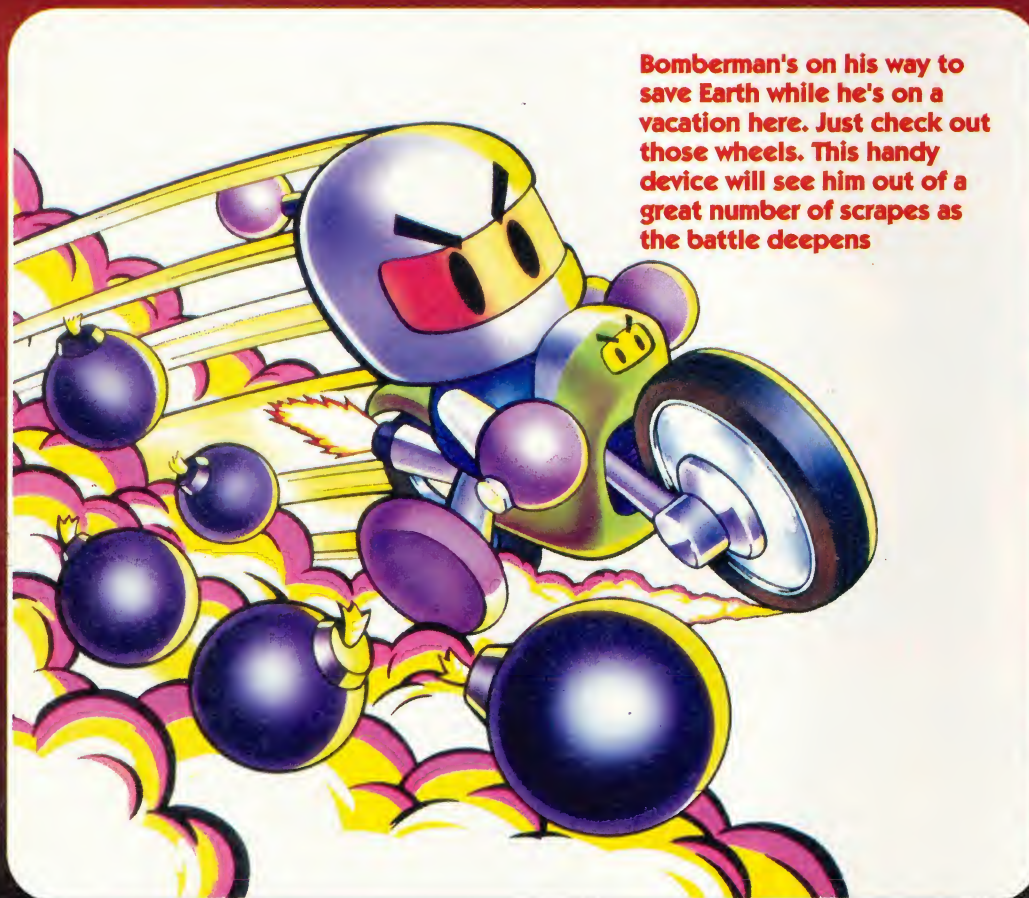
New Subster

The nearest Neil has got to Sky is gazing longingly at the stars and listening to his collection of LP's by the band of the same name. In a bid to get 'cool' he's persuaded Amiga Action editor Paul to tape The Simpsons for him every week. But being a Burnley fan for many years has obviously impaired his judgement and he thinks Bart, Homer and the gangs' humour is 'just not the slightest bit amusing'. Poor lad, he'll learn.

GB ACTION

PURE COLOUR GAM

Action packed is the phrase which suitably describe this month's conundrum of goodies. Massive exclusives and ace features starring the top people of the GB world are found herein



Bomberman's on his way to save Earth while he's on a vacation here. Just check out those wheels. This handy device will see him out of a great number of scrapes as the battle deepens

06/NEWS

Just check out the news to see some of the hot new games which will be coming your way soon. THQ have licenced a number of Electronic Arts titles to bring to the Game Boy some of the finest sports sims ever, Sony get some official releases sorted and Gametek ready Tarzan.

08/REVIEWS

Starring Bomberman in a superb adventure of bombing mayhem. We've also got exclusive coverage of The Smurfs. Add to this reviews of Desert Strike and Power Rangers and you've got enough there to keep everyone happy. And of course, these are the reviews to be believed.

26/PREVIEW

A Flintstones exclusive for your delight and delectation plus a brace of cartoon capers from Marubeni - Taz makes a return visit and Daffy Duck puts in his first appearance on the portable palm pleaser. With Probotector 2 preparing to kick ass, this is where it's at.

33/TIPS, GUIDES

Part five of this epic trip through Wario's world. This month Andy takes you on a fully detailed tour of the very tricky Stove Canyon. Add to this a pile of other top tips, handy hints and cunning cheats and you've got enough help to get through most games. There's codes too!

56/LIBRARY

If you're thinking of buying a game there's only one place to look and that's the GB Action Buyers Guide. It features the best but also warns you away from some of the trashier efforts which have managed to creep their way onto the market place. Believe it.

Those GB Action kids

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Thanks to: Jude for the aggro, Biff for slacking, Si for the hospitality, Clarkson for the games if a little late, management for the mass disruption and all the non-believers. Dos dedos mis amigos!

Dreams are made of this. Or is this made of dreams? But we carry on regardless. Despite everything!

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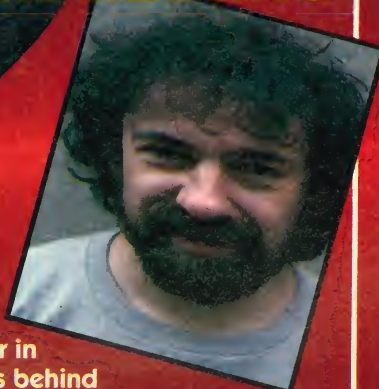


BOY EXCITEMENT

22/

MONSTER MAX

THE MAKING



A visit was paid to the best games programmer in Britain. Why is he the best? Cos he's the brains behind the stunning game Monster Max. We take a peek at what went into producing this landmark game.

48/MANGA

The latest instalment of The Guyver series is reviewed, along with Roujin-Z from the creator of Akira, Zeguy, a fantasy adventure and the second part of the rather splendid Tokyo Babylon. Check it out anime fans.



16, 51/COMPO'S

To strain your brains this month we have some cunning questions which, if answered correctly, could net you a jam-packed Lemmings goodie pack or a Beach Boy. All these possibilities for the price of a stamp. It's a bargain. Can you afford to miss out?

WIN!

Lemmings
goodies and
Beach Boys

Another bumper bundle of reviews and previews to whet your appetites



8) BOMBERMAN
More fun with bombs from Hudson Soft



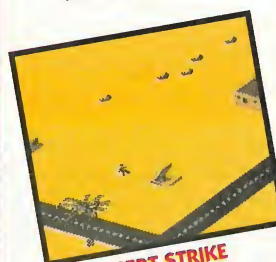
12) THE SMURFS
Those little blue dudes from the 70's are back



14) JELLY BOY
A platform tale of a boy made of jelly!



18) POWER RANGERS
Platforms and fighting. Will it cut the mustard?



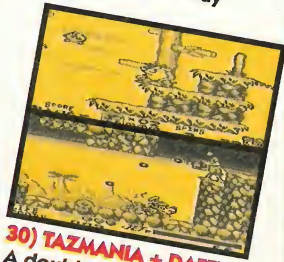
20) DESERT STRIKE
A blast 'em up to set the pulses racing



26) PROBOTECTOR 2
All action shoot 'em to death coming your way



28) THE FLINTSTONES
We take a peek at the latest film licence



30) TAZMANIA + DAFFY
A double dose of cartoon capers



NEWS

FROM THE GAME BOY WORLD

Bringing you the most up-to-date and informative news on the Game Boy scene, the news pages put you in the picture - first

HIM TARZAN

The famous loin-cloth-wearing swinger is coming to a Game Boy near you in October, courtesy of Gametek. As you might expect he's out protecting his beloved jungle, for he is Lord over all therein!

Evil adversaries have to be despatched with knife, bow and arrows, and there are plenty of typically jungle style hazards such as snakes, spiders, quicksand and crocodiles to contend with too. There are a number of missions, including saving animals from fires, finding lost cities and rescuing perennial heroine Jane.

All this action will be swinging to a Game Boy near you in October. Better watch out.



Left: Tarzan - Lord of the Jungle, defending all who enter his domain from spiders, snakes and businessmen. What a star he is

Right: Faced by one of the deadly spiders, Tarzan can just whip out his knife and stab it or notch an arrow and shoot it with his bow. Either way it's dead



MONSTER SMASH - PART 2

The Jurassic Park film was an absolutely stunning roller-coaster ride of action and adventure, and not surprisingly, the Game Boy was treated to a highly playable and challenging game which topped the charts.

The follow-up to the film is still some way off, but undaunted, Sony Electronic Publishing are preparing the release of the sequel, Jurassic Park 2, on the portable palm pleaser.

First impressions are not always the best guide, but it's promising to be even bigger and better than the first instalment, and will feature the use of a completely different game engine. Sony are making JP2 more non-linear ie you have more freedom to go

and do whatever bits of the challenge appeal to you most, in any order that you see fit.

It's also gonna feature more dinosaurs than before, with 14 different types of critter roaming around Isla Nublar. Each will have enhanced animation and more realistic behaviour! What that means is anybody's guess, but it sure sounds frightening to us!

There are 14 missions to complete, covering aspects of shoot'em-ups and puzzle solving in what is shaping up to be a highly original and varied adventure.

Out in the run up to Christmas, we'll have a full and exhaustive preview next month. Can you wait to get back to the Park?



Above: Having been in the 'Must Buys' section of the Buyers Guide for months, Lawnmower Man is now ready for release

OFFICIAL RELEASES

In issue 23 we reviewed 'The Lawnmower Man' and warmed to the way the revolutionary virtual reality idea had been translated to the slightly limited specs of the Game Boy. It received a highly impressive 91%, with Andy reckoning: "if you miss an opportunity to play this, you'll be kicking yourself for an age!"

Well, good news beckons from Sony, because the official launch is September 9. So, by the time you read this, you'll be able to nip out and purchase yourself a trip to the virtual world of Dr Angelo. Okay?

You may also remember Battletoads: Double Dragon, reviewed on import in issue 24. It scored a highly commendable 83% and guess what? Yep, that's ready for an official release too, and will be launched on September 2. Should you fancy adding a horizontally scrolling platform beat'em-up to your collection, you'd better check it out.

PUGGSY

Psygnosis are bringing the odd little character Puggsy to the Game Boy early next year. It's very early days yet in the development process, but it's likely to follow a similar path to the highly popular SNES version.

We'll be bringing you the latest news on its progress next month.

SONY SO MANY

Sony have been busy on the Game Boy front recently, which is very good news for all owners of course. On top of JP2 they have picked up the rights to Micro Machines and Choplifter 3. We previewed them a few months ago, but to check on the progress there'll be a whopping feature on their forthcoming releases next month. All these games are slated for release about a month before Christmas, so we'll let you know how it's all shaping up well before the festive season.



Above: Yet more helicopters on the way. This time it's of the horizontal scrolling style. Should be a goody

THQ INVASION

Have the people at THQ got some good news in store for Game Boy owners or what? Their list of forthcoming releases will whet the appetite of even the most apathetic soul.

For starters, there's a conversion of the Electronic Arts smash hit FIFA International Soccer, developed by Probe and available at the end of November. Then, Madden '95 will bring four Meg of American Football force in November.

SeaQuest will also be appearing at the end of November.

And there's more...

Early next year will see

the release of the long-awaited Akira.

Also next year, THQ are bringing a number of other stunning EA games to the greatest handheld.

There's Urban Strike, PGA European Tour Golf, Michael Jordan Chaos In The Windy City, Shaq Fu and NHL Hockey '95

To top it all, in conjunction with High Tech Expressions, The New Chessmaster is to be re-released at a hugely reasonable £19.99. It scored 85% in issue 26 and is a worthy cerebral addition to any collection.

We haven't finished yet either. Tom and Jerry: Frantic Antics is also going to be re-

launched in October, again at a reasonable £19.99. This platformer scored a highly satisfactory 85% and is certainly worth taking a peek at for the price.

Still more – the 'edutainment' cart Mickey's Ultimate Challenge is to get an official release soon.

And finally... a new John Hughes film, frighteningly titled 'Baby's Day Out', is to be released in early '95.

Now if that little lot isn't enough to get those juices flowing, well, there's no pleasing some people. And guess who's gonna be bringing them all to you in the finest, most informed style? GB Action, that's who.

MILON'S SECRET CASTLE

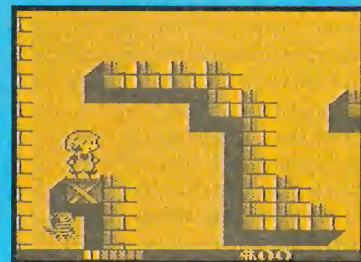
Hudson Soft are set to release a rather large action adventure featuring puzzles, traps, tricks, secrets and all manner of baddies to be defeated. Entitled Milon's Secret Castle, it stars a young fella by the name of Milon (surprisingly enough) who has to enter the secret castle, home of Queen Eliza, and rescue her from the clutches of an evil warlord.

Since music is the spice of life to the residents of planet Epsilon (the location of said castle), Milon must find all the townfolks' instruments. With a bit of searching he can find a number of special tools which have been secreted in the castle to help out in such an emergency. As far as we're concerned, such far-sighted people deserve to be rescued.

It's coming your way soon, and you'll be able to check out all the details here soon.



Left: Milon tries to negotiate one of the many puzzles to be found in the Secret Castle



Right: Working his way upwards, trying to find any of the useful items which will help him on his quest

PREHISTORIK MAN

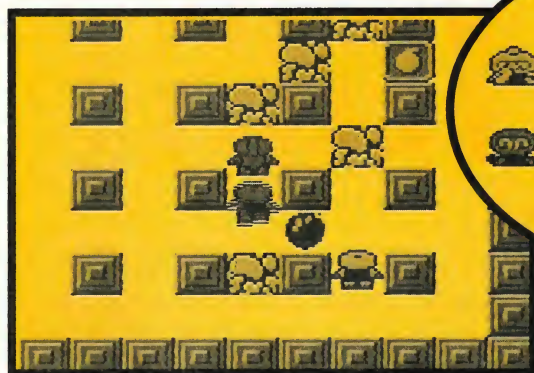
Although it was reviewed back in issue 24, the highly impressive platformer Prehistorik Man has finally got an official release date of October 17. Featuring some stunning graphics, varied gameplay on the general platform style and a few laughs, it's definitely one to check out.

UK CHART

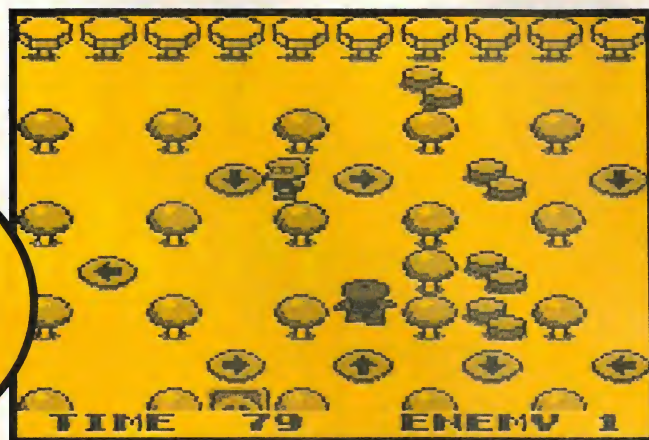
This is the chart to be believed. Elspa have the most accurate chart-rendering facilities known to man

- 1) TETRIS 2 Nintendo
- 2) WARIO LAND Nintendo
- 3) KIRBY'S DREAMLAND Nintendo
- 4) KIRBY'S PINBALL LAND Nintendo
- 5) SUPER MARIO LAND Nintendo
- 6) JUNGLE BOOK Virgin
- 7) LEMMINGS Ocean
- 8) F1 RACE + 4 PLAY. ADP. Nintendo
- 9) HUMANS Gametek
- 10) GOLF Nintendo

It's all change this month. Tetris 2 has stormed to the top, knocking Kirby's Pinball down to fourth. A significant climber at six is Jungle Book, no doubt on its way higher, and Zelda finally dips out. You all must own it now.



Above: Hmm, says it all really. At least there are infinite continues to keep you going



Above: Push a bomb onto one of these arrows and it will set off on a magical mystery tour, quite possibly exploding near you

Above: The arenas can prove to be highly claustrophobic, especially when faced with people out to get you

The follow up to the hugely popular, and ridiculously cheap if you knew where to look, Dynablaster is here. Bombing mayhem on an alien starship while defending Earth. That's what it's all about

BOM

Dynablaster was absolutely smart – that's official – no arguing. It was one of the most addictive games ever to be brought to the portable palm pleaser. Add to that the way it oozed gameplay out of every circuit in the machine and you just knew that it was a winner.

However, it was quite old and unfortunately not too many people were able to get their hands on it. All this has changed now as Virgin prepare to release Hudson Soft's Bomberman – not Bomberman 2, or Dynablaster 2, just Bomberman.

So what's happened since the last instalment all those years ago? Well, Bomberman had a draining run-in with the evil Bombermen on his home planet. This battle took its toll on the poor fella, so once he'd defeated them and made sure everyone was happy, he decided he

deserved a holiday. Quite right too! So, flipping through the brochures, he came across a small green-blue planet described in a famous space traveller's encyclopedia as "mostly harmless".

This inoffensive globe was the third planet out from its sun, had one satellite, and was known to its inhabitants as Earth. It seemed the ideal location for a well-earned spell of rest and recuperation.

Without further ado,

Bomberman leapt into his spacecraft, plotted a course for this planet Earth, put his troubles behind him and zoomed away. All seemed well. Bomberman was able to relax, rest his aching limbs and let heal the cuts and bruises suffered in

those epic struggles – for a while, anyway. Y'see the evil Bombermen were mightily miffed by the fact that they'd had their butts kicked by this lone hero. After taking such a beating they needed time to recover, but thoughts of revenge



Above: Against the boss grab all the icons and then worry about beating him

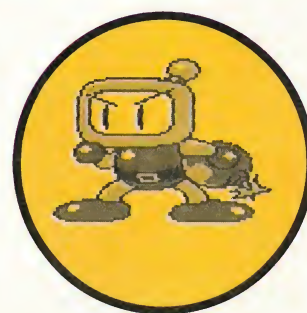
Super Game Boy Compatibility

To add to the fun you'll certainly get from Bomberman in mono, it's also SGB compatible. That means that all that 16 colour, stereo sound improvement is available to all SNES (and Super Game Boy) owners.

Does this make it an even more interesting purchase? Check out the screenshots and see if this compatibility will tempt you out of the cash needed to make it worthwhile.



BERMAN



were never far from their evil minds. Bomberman, they decided, would have to pay for his success. They had been ridiculed and humiliated by this guy. They had to get their own back.

What better time to do this, they thought, than when Bomberman was on his hols, happily enjoying the finer things in life, free from the hassles and the strain of saving his own planet from tyranny and deadly destruction?

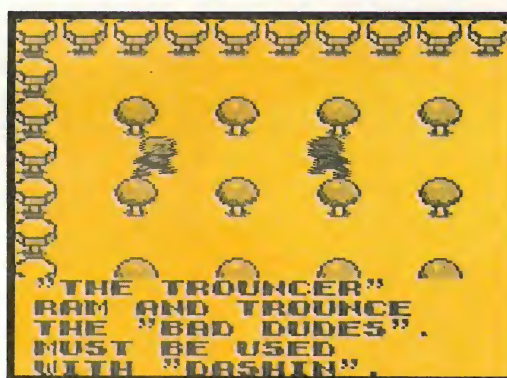
So, a plot was hatched. The evil Bomberman - Plasma, Magnet, Brain, Crazy and Pretty, packed their own vacation gear and tracked Bomberman to Earth. This small

planet looked quite pleasant, they thought. In fact they liked the Earth so much, they decided to conquer it and take it for themselves.

Fortunately, while these evil-doers were hatching their plan in the safety of their spaceship, Bomberman caught wind of his old adversaries' evil intentions. They had to be stopped once more.

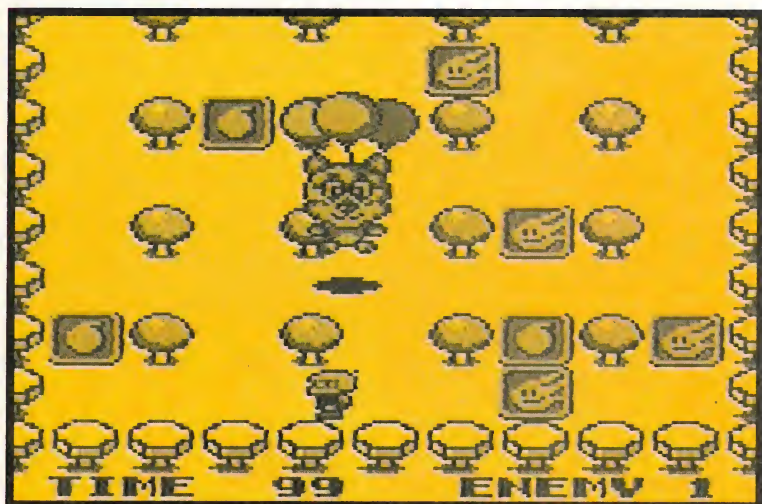
He decided that the best chance he had of winning was to take the fight to them. So, in a move of quite astounding daring, he transported himself into the bad guys' ship and prepared to do battle.

This is, not surprisingly, where you take up the challenge. Thrust



Above: Here he is, the man himself, the one, the only, yes, it's Bomberman. Hurrah. Hurrah!

Left: One of the handy permanent powers which Bomberman can get. Squish the baddies with a flying charge



Above: It's another boss and this one's very tricky. He floats like a butterfly and stings like a bullet. Nimble fingers and fast reactions are required

into this lion's den of danger, Bomberman has to face the bad guys in those familiar arenas.

In the first battle, Bomberman faces a single bad guy in a best of three bout. Should he win, and dare we suggest that he might not, he has to defeat two Bomberman in the same arena. Succeed in this and he faces three. As you might imagine, this is quite tricky.

After three sets of "best of three" bouts, Bomberman must face an end-of-level boss. He's a merger of the three Bomberman who have been systematically destroyed, and has more powers, speed and takes a lot more damage before biting the bullet.

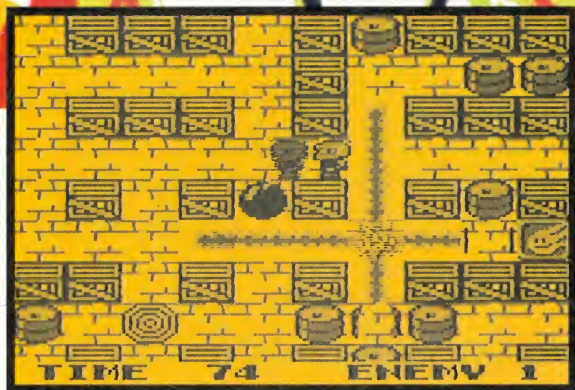
Should you manage to defeat this dangerous hybrid, Bomberman is rewarded with a permanent icon, such as extra speed or the ability to kick bombs around. He keeps these through the levels, so by the time

he's approaching the conclusion of this Earth-saving affair, he's tougher than something really, really tough.

Those familiar with Dynablasters will recognise the scene. It's a square area broken up by bollards and features other blockages which have to be blasted out of the way. When these are destroyed, they can leave behind icons which the quick Bomberman will pick up and use to his advantage.

Icons include extra bombs, allowing Bomberman to drop a trail, hopefully trapping his enemies. Then there are "cat" icons which extend the blast length of the bombs. These can be really handy until you misjudge the length and blow yourself up. Believe me, this will happen more often than you'll care to remember.

Skull icons can cause any number of problems. They can slow you down or stop you from dropping



Above: Showing no fear, boldly facing up to the evil Bombermen, our hero just oozes machismo. What a star

any bombs. Fortunately, once inflicted with one of these "diseases", you can pass it on to your opponents by running past them. They too are then slowed or whatever, which evens things up more than a little.

Graphically, Bomberman is quite effective. Each arena takes about twice the Game Boy screen size, which gives just enough room to run amok without having anywhere to hide. The sprites are quite small but are easily distinguishable on the screen.

On some of the later levels, when "warp holes" are introduced, it can get a little confusing when there are four Bombermen all zapping

around the arena, dropping bombs and then running out of the way. This shouldn't cause too much of a problem as long as you know where you're going.

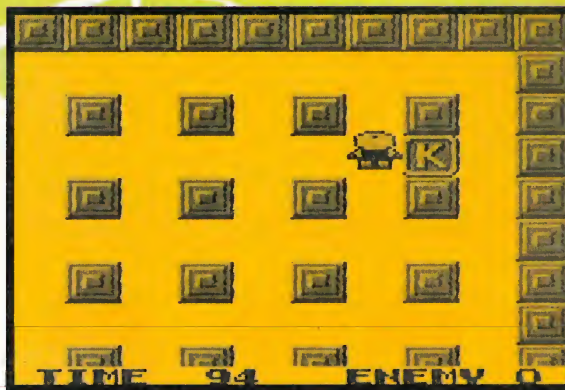
The sounds are fairly natty too. They help to keep the pace moving along quite fluidly, and create a sense of anxiety and excitement

when you get close to completing one of the previously impossible levels.

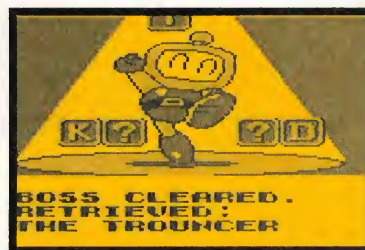
An infinite amount of continues are available to keep Bomberman going, even when things

seem to be impossible. With a password system after every level, Bomberman is really gamer-friendly, allowing you to stop wherever you

"The sprites are quite small but easily distinguishable"



Above: After defeating one of the bosses, Bomberman is rewarded with a permanent icon



Above: Unrestrained joy as the little dude grabs one of the permanent icons

want and resume with as many chances to make progress as you could possibly want.

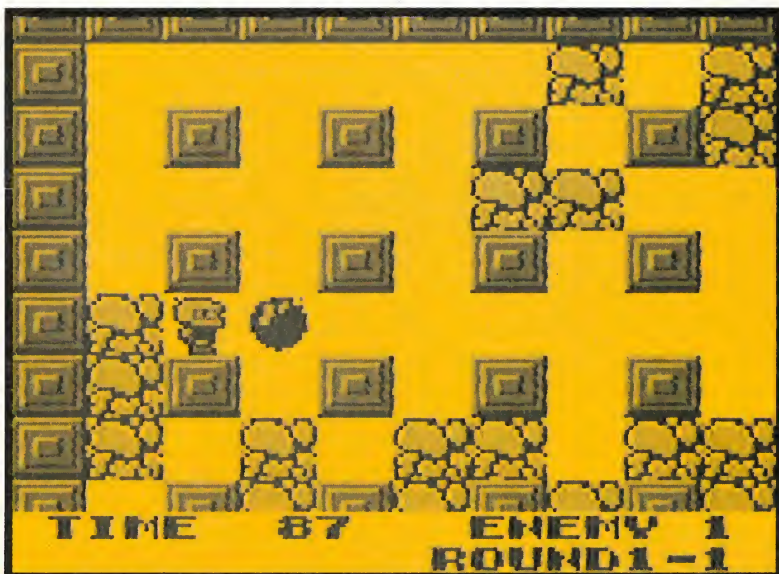
As you might expect with these facilities, the actual game is quite difficult once you approach the fourth level boss. It needs to be a challenge with all these helping factors, and it most certainly is. Bomberman will have you tying your thumbs in knots trying to destroy the evil bands of invading aliens.

There's also a two player option to allow you to blow your friends to pieces. Now that's got to be worth considering.

For fans of the first instalment of Bomberman, there's probably just enough here to make it a worthy addition to your collection. Anyone who hasn't made Dynablasters one of their purchases should consider this sequel an essential buy. It's just so jam packed full of gameplay, challenges and addictive qualities.

Okay, so some of the earlier levels may seem fairly easy, but the challenge toughens up to a standard where it will test the most hardened player.

Bomberman comes highly recommended. You won't buy many better games than this.



Above: One of those all too familiar scenes. A carelessly placed bomb traps poor Bomberman. His life flashes before his eyes and it's curtains

GB PANEL



OFFICIAL RELEASE

PUBLISHER Hudson Soft

GENRE Blow'em-up

RELEASE DATE November

PRICE £24.99

There's just no getting away from the quality which makes Bomberman such a superb Game Boy game. The only possible quibble I can think of is the fact that it is very similar to the original.

However, it is so incredibly playable, challenging, original, and addictive that you should indeed feel tempted to fork out your hard earned £25.

A must buy for all Game Boy owners. Even if you've got Dynablasters, there's still plenty on offer here to keep you occupied for some time.

Parents: if you want to keep the kids quiet over Christmas, buy them Bomberman, or better still, buy two.



OVERALL

92%

WOT-A-BOY!

IF IT'S RAINING... NO
PROBLEM...  HE CAN

DODGE  TROUBLE,
GIVE IT THE


HAMME  OR

MOVE LIKE A

ROCK  ET! IT'S NOT
ALL HOT AIR,

JUST LOOK  AGAIN.

IS IT A BIRD?

IS IT A BR  CK?

NO IT'S...

JELLY BOY

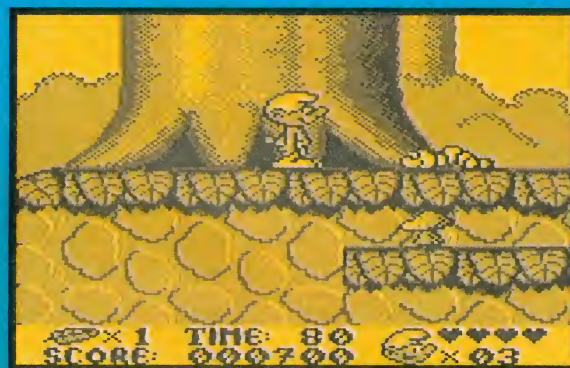
GAME BOY 

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Ocean

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Just when you thought it was safe to break your Father Abraham records and claim you never loved those blue fellas in the funny hats, they're back. And this time it's personal!



How could anybody possibly hate such a cute character as this? I mean, just look at that little white hat. Aaaaawww!



A Smurf-like logger travels downstream avoiding the numerous killer fish which inhabit the murky waters

SMURFS

Shall we begin at the beginning? Not in the seventies when the Smurfs were in their heyday at the top of the charts and selling more toys than anybody else, but as they are today.

As Infogrames prepare to release their latest offering to an unsuspecting world in December, could we be on the verge of yet another horrifying barrage of Smurfmania?

As things stand today, The Smurfs are in trouble. Their worldwide popularity has declined, and although they're still popular in Mainland Europe, they're marked men.

The evil sorcerer Gargamel is out to cause these peaceful beings as much trouble as he possibly can. That's a slight understatement actually, because as far as

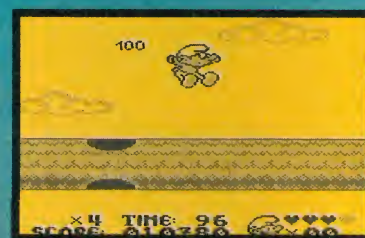
Gargamel is concerned, the only good Smurf is a dead one.

This is enough to frighten each and every Smurf into a constant state of panic. Three of the Smurfs are already held captive by the evil sorcerer, and no doubt they're being treated to several degrees of torture in the worst possible form. Actually I must confess, I added that last bit in myself. Wishful thinking!

How on earth can something so harmless be hated so much? Father Abraham has a lot to answer for! If



Bonus stage ahoy! Collect all the stars from a level and you could be here



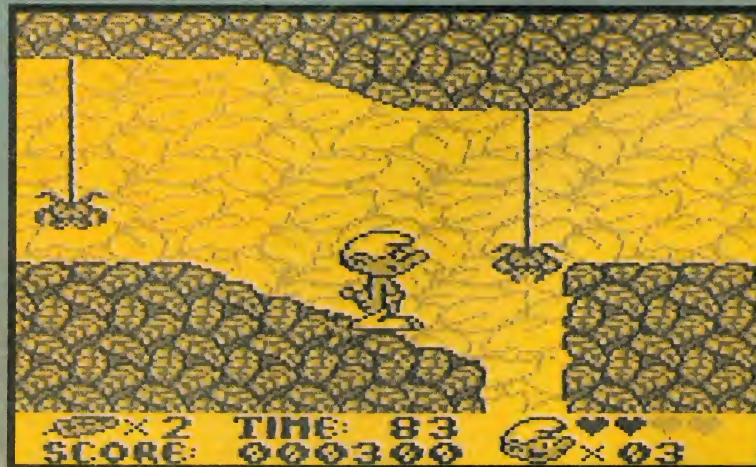
Leap for all you're worth young smurf or you shall fall to a nasty death below

it wasn't for him these friendly characters would be enjoying a peaceful existence. Does anybody out there remember the Smurf Song? This is why these people are in trouble.

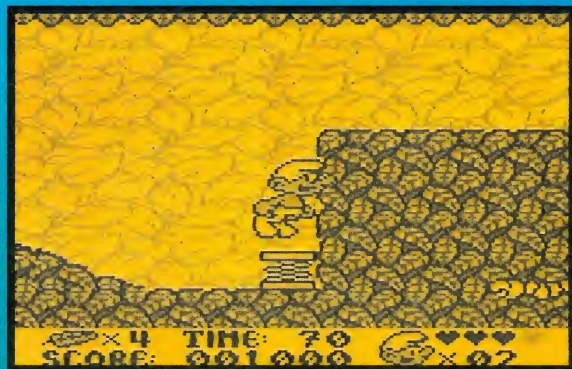
Anyway, I'm losing the plot of why we're here today talking about the Smurfs. Well, the game itself is a platformer with 12 levels of leaping fun to tackle. Whether it be by foot or by sledge, these boys are out to rescue their buddies - at any price. With over 30



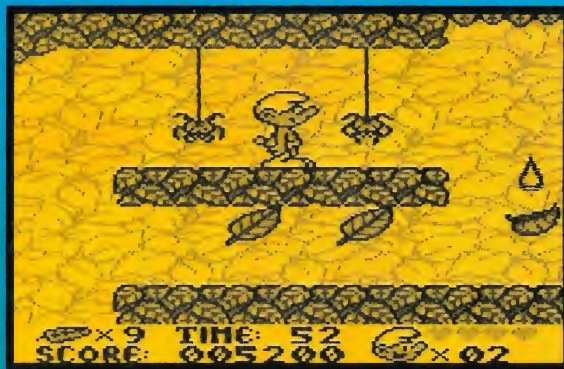
Collect the icons and escape before the water rises to dangerous levels. If you're not quick enough this Smurf could end up in a watery grave



Arachnophobia is something a smurf simply has no time for! The plot was a bit weak to say the least, and John Goodman is just a fat bloke who isn't funny!



The spring will take your Smurf to new heights. He's like a coiled spring just waiting to explode. Boom!



The Smurfs are always smiling, even in dangerous situations. This one is about to have the smirk wiped away



brings a new dimension and challenge to the game, whether it be ridiculously simple or verging on the impossible.

The Smurfs may seem a laughable concept for a cart in the nineties, but it is in fact a rather fine game. Large sprites, smooth scrolling and the all important simple gameplay are all points in Smurfs' favour. And there's no problem of trying to remember exactly which button does what, as all you have at your disposal are a button for running and a button for jumping.

By no stretch of the imagination can this be placed in the same pile as Wario and the like, but it certainly stands well above the ever increasing crop of average platformers.

There are plenty of opportunities to save your game with a password option, but unfortunately you can't do this after every level. So, you have been warned.

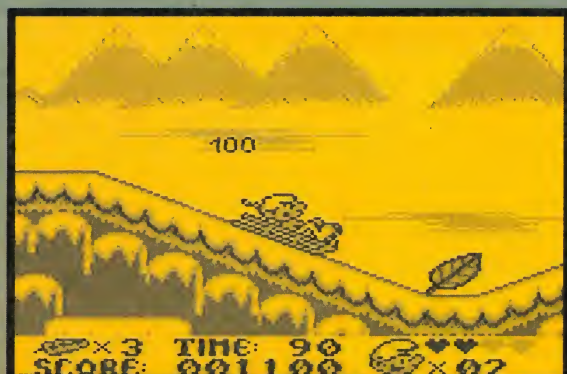
Welcome back to the Smurfs. Just leave Father Abraham out of it this time - I'm begging you! Pleeeeease!

enemies to defeat and bonus stages galore, this may just save the Smurfs from total obscurity in this fair land. Sure it's nothing new, but hey, not too much is nowadays. It's all about the flair with which it's done, and this clearly has had many changes since its first preview way back in the dark and long lost ages of GB Action folklore.

As is the norm with platform games, there are a few skill levels to choose from. Each level

"Smurfs is in fact a rather fine game"

Level 12 involves bunging explosive packages at the cat

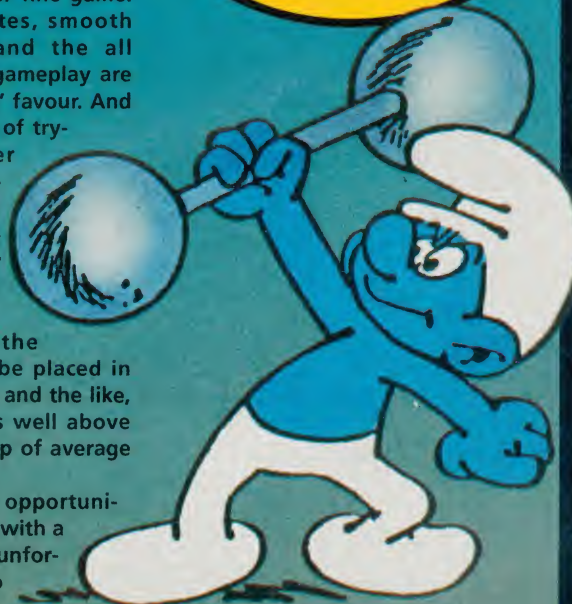


This sledge scenario is one of the most enjoyable but frustrating levels of the game. See him slide. Whee!



A crow is only one of the obstacles you have to avoid on your journey onwards. Go on, sledge away my son

ACT 2 COMPLETED
TIME BONUS: 250
★×5: 2500
SCORE: 008020



GB PANEL

INFOGRADES
PRESENTS
LES SCHTROUMPFES
THE SMURFS
LOS PITUFOS
DIE SCHLUMPFEE
GAME DESIGN
© INFOGRADES 1993
THE SMURFS
© PEARSON - 1993 IMPS
LICENSED BY NINTENDO

OFFICIAL RELEASE
PUBLISHER Infogrames
DEVELOPER Infogrames
GENRE Platform
RELEASE DATE October
PRICE £24.99

Well what can I say? It's been a struggle of immense personal anguish and torment. How on earth could I possibly forgive Father Abraham for ruining my happy childhood?

Well, after many hours of careful deliberation and a few plays on this I could hate them no longer. It certainly doesn't rate as a classic but it was inoffensive and playable.

With the Smurfs themselves at their cutest, and the overall variation in gameplay, it has to rate as a success.

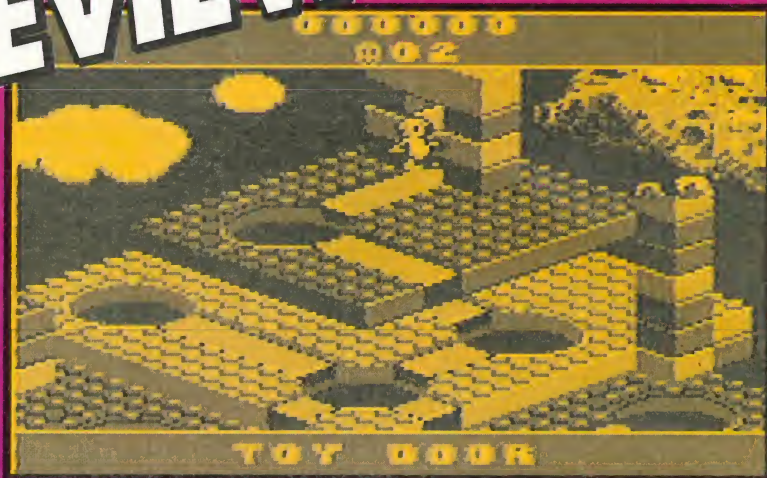
A password system, three skill levels and numerous continues make this a rounded game with nothing left to include. Lovely in every sense!

GAMEPLAY

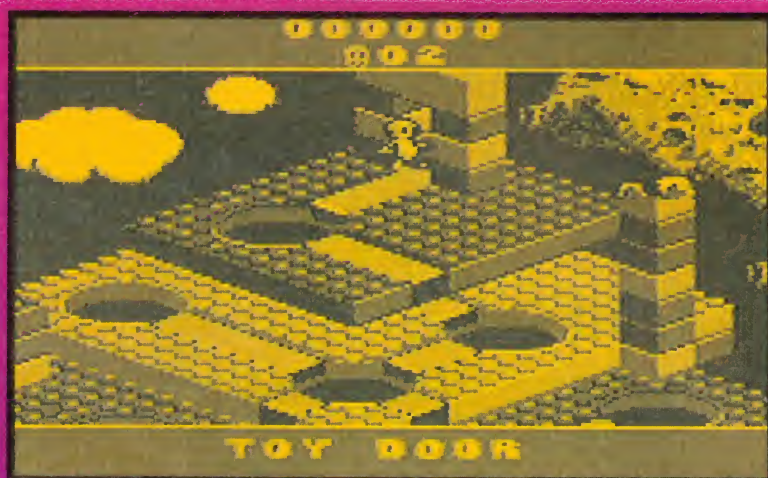
PRESENTATION

LASTABILITY

OVERALL
80%



Above: The level as it looks before you enter each sub-stage. Seems suspiciously like Lego Land in all honesty



Above: Hang on a minute, this looks suspiciously familiar. Now where I have I seen this screenshot before? Young Biff, have you been skimping on your screenshot grabbing duties again?



Left: The smiling block is a friend to Jelly Boy. He can be used over and over by throwing him on top of spikey ground

JELLY

Young Biff takes his life in his hands and ventures all the way to the strange world of Jelly Boy

Right: Jelly Boy still looks like a slimline Mr. Greedy to me. What do you reckon?



Above: Jelly Boy can transform into many items using the icons situated throughout each stage. One minute your a battering ram, the next an umbrella. Skateboarding JB is quick by any standards

Before I start, I would just like to clear a few things up. Jelly Boy is not Tony Hart's cute little sidekick Morph, and he certainly isn't one of those tasty Jelly Babies you find in your local Newsagent. He is, I'm afraid, plain old Jelly Boy, and he's made of that rather wobbly substance you always had after a birthday tea with your chums. The good thing about him is the fact that you don't have to stick him in the fridge for a few hours and leave him to set! Slap it in the old GB and you're quite ready to get straight into the jelly-filled action.

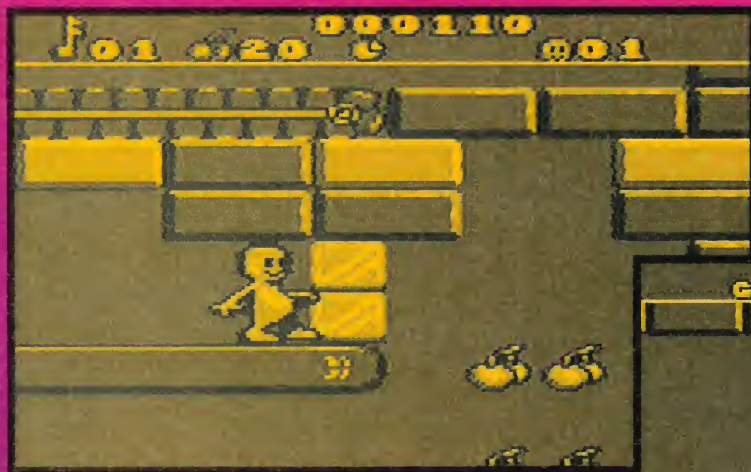
As you can probably tell from the screen shots, Jelly Boy is a side scrolling platform romp. The object is to collect various jigsaw pieces so that Jelly Boy can complete a puzzle and open the door to the big boss. To do this, you must fight your way through loads of levels to find these hidden pieces. Help is at hand for

the old wobbly lad in the shape of power ups such as oranges and lemons. Such items give you extra time and are frequently handed out. Other goodies, such as pogo sticks, skateboards and umbrellas can be collected too. An umbrella gives Jelly Boy the ability to float onto various platforms that would otherwise be difficult to reach, and the pogo stick is also extremely helpful in giving you an extra bouncy jump to reach those particularly high platforms. Thankfully, Jelly Boy can

"You don't have to stick him in the fridge for a few hours"



Above: The tin soldiers are out to stop Jelly Boy in his tracks!



Left: These blocks can only be broken if you transform into a battering ram. First you must find the icon elsewhere in this stage



Right: The fruit gives Jelly Boy extra time

BOY

use his moulding ability to morph into these objects and make things a little easier all round.

Jelly Boy is easy to get into but very hard to master, and the challenge of the game is immense. The graphics are quite superb, with excellent animation and sprite definition. The only aspect of the game which causes annoyance is the fact that you can't always see what's going on. The backgrounds become slightly blurred and you don't seem to notice the baddies creeping up. Fortunately, this only takes effect when you're on the skateboard.

There is a save option using passwords, so when you complete a level you can turn your Game Boy off, make a brew, sit down again and rejoin where you left off. This is extremely useful, as Jelly Boy has a very high frustration factor. One minute you're only a few steps away from completing the level and obtaining a password, and the next you're right back at the start!

The first few levels are damn near impossible, so I daren't even think what the levels are like further into the game. I can only imagine.

There are so many platform games on the Game Boy at this moment in time, it's difficult to choose one that stands apart from all the others. The only thing I can suggest is to try them all out and see which one adapts to your needs best. Wario would obviously be first

choice, but if you're after a game with a huge and hefty challenge, and fantastic animation, then Jelly Boy would be a fair choice. However, make sure you 'play before you pay' because there are some minor niggly things to take into account.

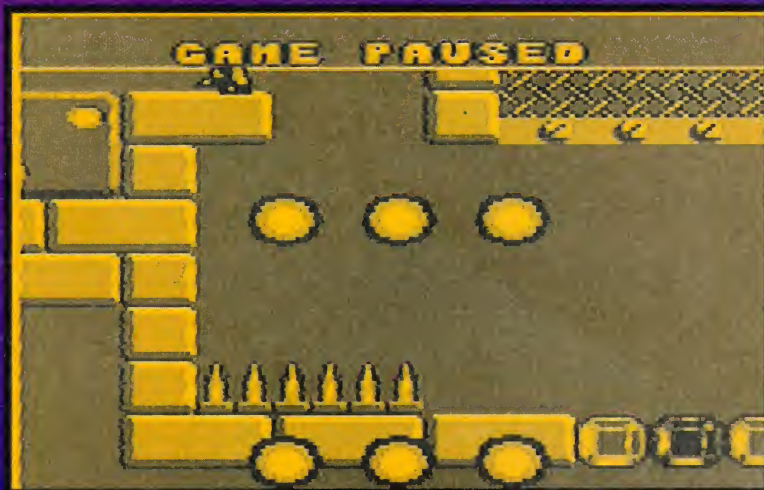
As I've already mentioned, the platforms are difficult to see when you are going full pelt on your skateboard, and old Jelly Knocker seems to trundle pretty slowly along the screen when he has no special power-ups, making the game a bit of chore. Not to worry, we can't all be perfect! Or can we?



Above: Each piece of the puzzle must be collected to progress



Above: The hammer below will cause problems if it hits you



Above: See the six blobs on this screen? This is what happens if Jelly Boy lands on spikes. Not advisable really!

GB PANEL



OFFICIAL RELEASE

PUBLISHER Ocean

DEVELOPER Probe

RELEASE DATE October

PRICE £24.99

Jelly Boy will never be rated as the fastest game on earth. I mean, let's face it, a tortoise with no legs moves quicker than Jelly Boy with no power-ups.

However, it more than makes up for this with the sheer depth and challenge of the gameplay. It's certainly an original idea with plenty of backing from such a huge software house as Ocean, and makes a nice, pleasant, refreshing change from the Warios and Marios of this world.

To be quite honest, I can see this becoming quite a popular pastime as far as Game Boy players are concerned.

Who knows, Jelly Boy could even become a cult hero like Bertie Bassett. Or perhaps not.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

88%

COMPETITION

Win one of ten goodie bags in our excellent Psygnosis compo. What better way to celebrate the imminent release of Lemmings 2 on the Game Boy?

Those marauding suicidal rodents are set for a huge return to the small green screen in chart-storming sequel type fashion.

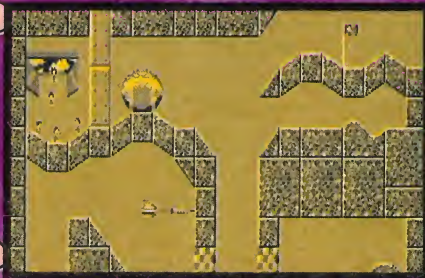
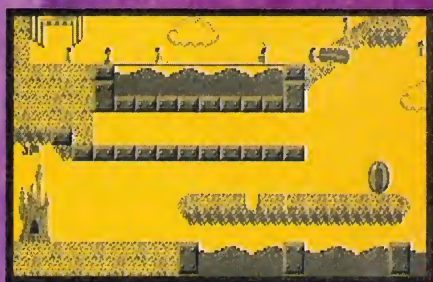
Their escape in the first instalment led them to a lovely little island where they lived out their days in peaceful solitude.

However, the Talisman which watched over and protected them was broken, and the twelve tribes now have to bring the pieces together to create the

power to build a ship on which they can escape this destruction.

To celebrate the launch of this mind-boggling puzzle game, we've got a load of Lemmings goodies to give away.

Ten goodie packs will include mugs, badges, story books and other bits 'n' bobs courtesy of those nice people at Psygnosis. In traditional style, all you have to do is answer the three ridiculously easy questions below.



OH NO! MORE LEMMINGS

COMPO COUPON

ANSWERS

Send your entries to:

**Lemmings Compo,
GB Action,
Europress Direct,
PO Box 2,
South Wirral,
L65 3EA**

1)

2)

3)

Name

Address

.....

.....

Post Code

Answers to be in by 20 NOVEMBER 1994.

☐ I do not wish to receive promotional material from other companies

All employees of Europress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

QUESTIONS

1) What's a Lemming's favourite drink?

- A) Gin and tonic
- B) Beer
- C) Lemmingade

2) Which one of the following is a real Lemming tribe?

- A) Mutant Lemmings
- B) Cave Lemmings
- C) Grunge Lemmings

3) What score did the original Lemmings game receive in GB Action? (Clue: it was rather good)

- A) 95%
- B) 3%
- C) 2 stars

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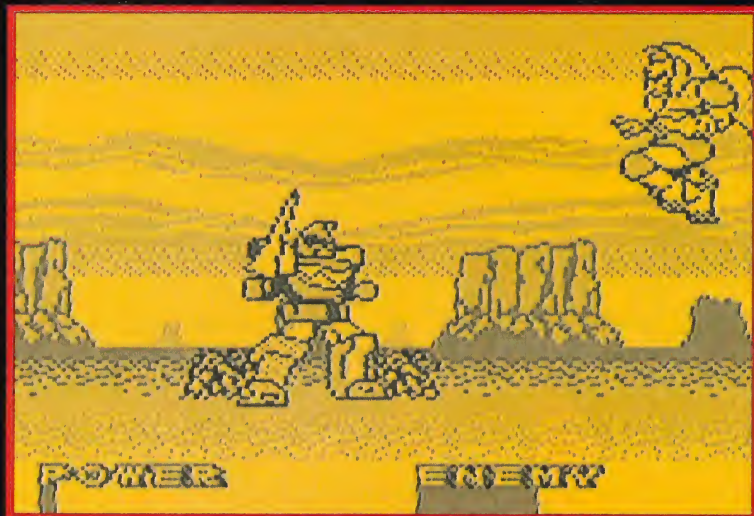
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Above: One of the end of level guardians faces the morphed Power Rangers in Megazord mode. A powerful lance and flying kicks will dispatch him

You all know about the Mighty Morphin' Power Rangers by now. The camp TV programme starring five typical 'apple pie' American youths has stormed the States and is gathering momentum over here. Its latest morphing is Game Boy sized



B What do you get if you mix martial arts, dinosaurs, megazords and Spandex? No, it's not a spell in the local infirmary, it's five super-hero American kids collectively known as the Power Rangers. How they got here, where they're going and what they're doing is a long story. So, sit down, put your feet up and let me begin the story.

Once upon a time, long long ago, the battle between good and evil raged as fiercely as it does today. There were the good guys, personified by a wily old sage by the name of Zordon, and the bad guys, led and terrorised by the Empress of Evil, Rita Repulsa.

Rita was one of those people who walked around with a black cloud permanently over her head, and had a chip on her shoulder bigger than anything Harry Ramsden could ever dream of cooking up.

She fought an unceasing battle against Zordon, who could only prevent her plots from succeeding by the skin of his teeth. Poor Zordon never got a break. His powers were

strong, but not strong enough to defeat Rita forever. The battle raged.

Finally, after fighting for 2000 years, worlds and galaxies had been torn asunder. But still neither could get the upper hand. In the end, they both got a little fed up with all the fighting, and agreed that an Ultimate Decider would sort them out once and for all!

So they tossed a coin! Yep, they decided the fate of the greatest super-beings in the universe on the toss of a coin - best of five! And lo! Zordon won. He secured the five Coins of Power for himself and everything was hunky-dory.

Rita was sealed in a dustbin and cast out into space, where she eventually crash-landed on the moon of a small blue-green planet known as Earth. Unfortunately, a couple of astronauts stumbled across this dustbin on the moon, and they opened it. Mistake. Big mistake. Why? Because Rita was

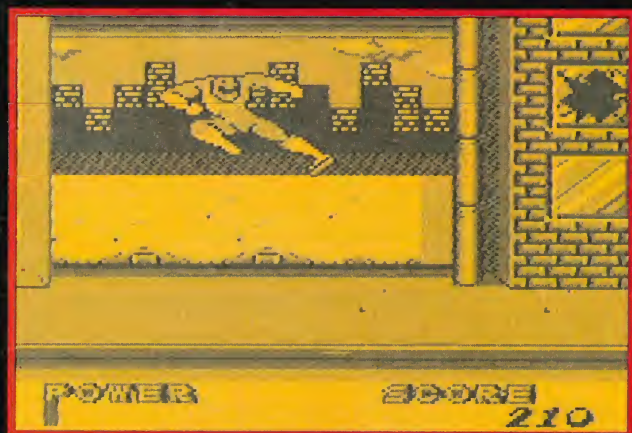
POWER

mighty miffed about being locked away for so long. She immediately sought revenge. Fortunately, during the time of Rita's punishment, Zordon had been busy planning for such an occurrence. In order to prevent any trouble should Rita somehow escape from her incarceration, he created the most fearsome security force imaginable. He decided to combine the two most powerful creatures to have inhabited the planet, dinosaurs - and teenagers with attitude.

Five teenagers, each with their own skills, talents and personalities, were

plucked from the obscurity of Angel Grove High and given the abilities of the Power Rangers!

Jason, Billy, Kimberly, Zach and



Above: This stunningly athletic flying leap has just zapped a Putty back to the earth. Bring on the next one





Above: The Power Ranger takes a knock as the Putty steams on

Trini were each given a power colour and a special weapon. They were also given a unique form of transport - the ability to morph into a dangerous, deadly Dinozord. More importantly they could also pool their respective powers and morph into a Megazord - a fearsome beast if ever there was one.

Armed with these special powers, their task was to take on Rita Repulsa and her armies of hideous denizens.

Set over five scrolling levels of fast paced beat'em-up action, the Power Ranger of your choice ('cos you can choose to play any one of the five) has to defeat hordes of 'Putties', the disposable soldiers made by Rita from space clay.

They throw all manner of mayhem at you, and require some quick reflexes on the jump and kick buttons to dispatch them. Fortunately,

the Rangers can punch and perform flying kicks as well as utilising their own unique weapons.

Make it through a level (which is tricky, but is made easier by the introduction of an infinite continues option), and the five Power Rangers morph together to form the Megazord.

Now it's time to do battle with one of Rita's henchmen.

Squat, Baboo, King Sphinx and Goldar each have their own special powers, and these take some time to suss. Even when you've worked out their methods of attack, they still prove difficult to defeat. Should you manage it then you're treated to a bonus stage which gives the opportunity to gain an extra life.

Survive the perils of all five levels and you'll come face to face with the Repulsa herself. Then it's the final confrontation. Destiny lies in the hands of the Power Rangers.

Sadly five levels doesn't seem quite enough. The opening couple are straight, flat scrollers with a gradually increasing number of bad-dies to defeat. Nothing special, nothing outstanding.

The graphics are good, especially on the Megazord and henchmen, and the tunes keep the pace going quite neatly. But, Power Rangers lacks anything vaguely innovative.



Above: The five guys and gals at a photo-shoot. Cool or what?

Power-ups along the levels are basic, and while the gameplay is simple, it gets a little boring after a while. Having said that, there's no doubting that there's enough here for the many fans of the programme to lap up. If Spandex and martial arts are your thing, check this out - you'll find a lot to like. If not, then you're not likely to be converted easily.

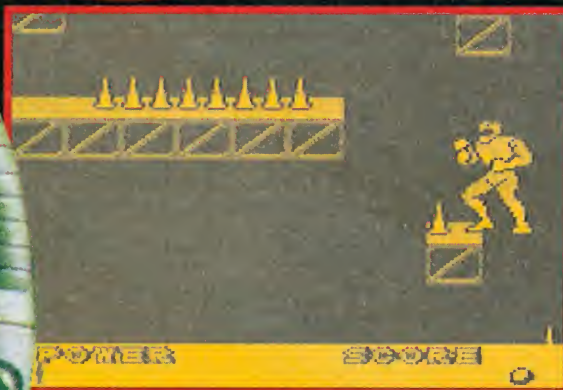


Above: The evil woman lets out a hideous laugh as the Rangers fail

RANGERS



Left: Here they all are. Those five teenagers who stand between Rita Repulsa and the world. What heroes



Above: On this level, spikes pose the major problems. All it needs is a fine touch with the jump button

GB PANEL



OFFICIAL RELEASE

PUBLISHER Bandai

DEVELOPER Bandai

RELEASE DATE September

PRICE £27.99

The phenomenon that is the Power Rangers is quite amazing. The game unfortunately isn't. It is SGB compatible so you could play it in colour, and this should help, since colour plays an important part in the TV programme. Apart from that, there's little to make it stand out from many of the other platform beat'em-ups on the market.

The game's strength is its tie-in to the programme, making it a natural choice for the many fans out there. But the lack of any truly original or inspiring gameplay may disappoint even the devotees.

Power Rangers is not too difficult either, thanks to the inclusion of passwords and infinite continues. This makes it all a bit disappointing really. The game has its strong points, but these are too few and far between to make it stand out.



OVERALL

78%



Above: Destroying one of the buildings will reveal this sight to you. Make sure you kill that little foot soldier. Watch his spectacular fall!



Left: Here it is! Your mission brief begins. General Kilbaba certainly needs cutting down to size and you're the man to do it. Blue Thunder eat your heart out, Desrt Strike will sort out the men from the boys

Guns, guts and glory take the stage in Ocean's latest offering, reviewed exclusively in GB Action

One of the most popular shoot'em-ups of recent times is machine-gunning its way onto your GB in the very near future. Can it live up to the rave reviews it received on the Mega Drive, SNES and Amiga?

With level after level of hard fighting in your battlecopter, it soon becomes clear that this is every bit as stunning as its big brothers. Rescuing hostages, blasting armoured vehicles, soldiers, tanks, buildings and basically everything else in sight, it makes no pretence at being a game

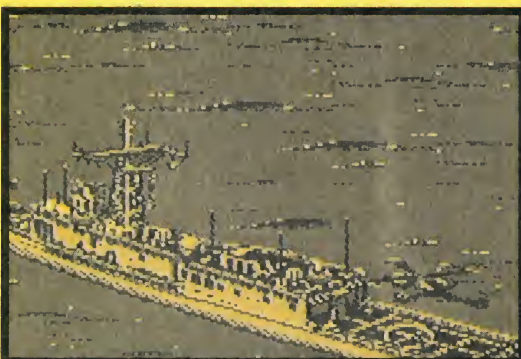
for wimps. Only the strongest will be able to survive.

As with the older versions, the game is viewed from a 3D isometric angle which allows you to see a fair bit of what's in store ahead, behind and around. What more could you possibly ask for?

Beginning, as you would expect, with easier missions, Desert Strike sets the scene quite nicely thank-you, and is pitched at just the right level to let you get the feel of the game.

However, this isn't to say that you're in for an easy ride. You will be taken to your very limits if you

"Level after level of hard fighting in your battlecopter"

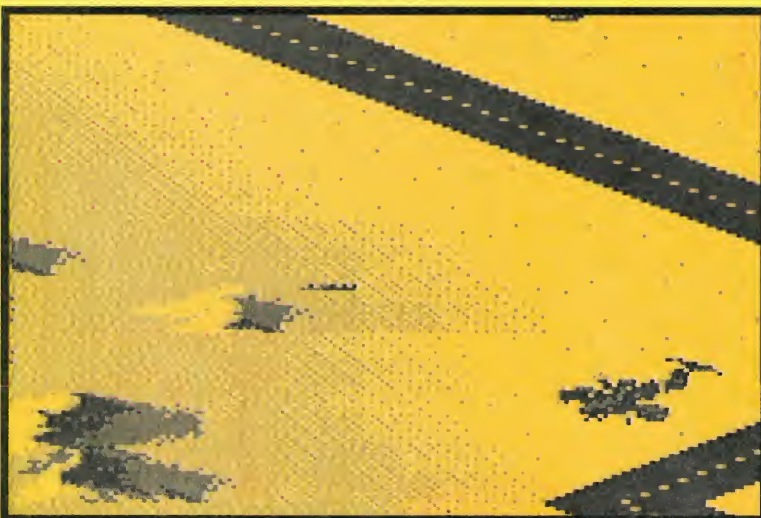


Left: Your mission begins from this point. Whatever happens now is down to your skill at piloting a war machine behind enemy lines. I'll wish you good luck, because you'll certainly need it

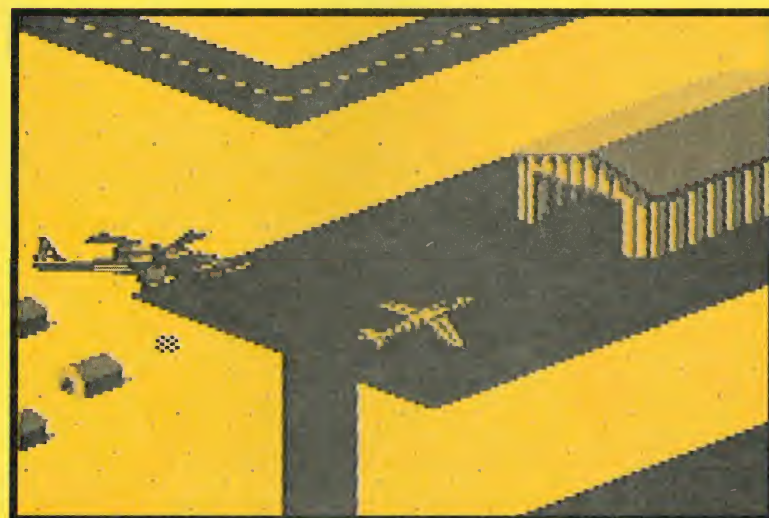


Right: This screen can be accessed to let you see in great detail exactly what it is you're aiming for. Each mission has a new target and it is best to find out what they look like before wasting your precious ammunition

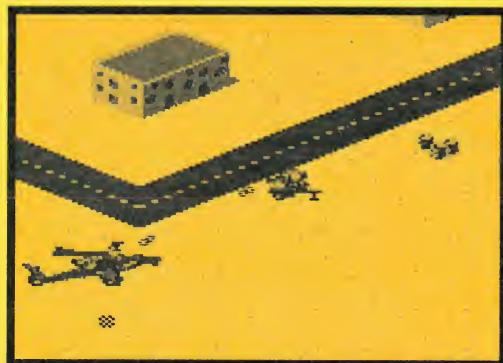
DESERT



The enemy's road system will take you where you want to go. All you do is follow it for a while and you'll soon find a target to destroy



Anything and everything you see on this screen is a target for your guns. Remember that your ammo is limited and everything will be alright



Left: The enemy kindly leaves you some fuel!



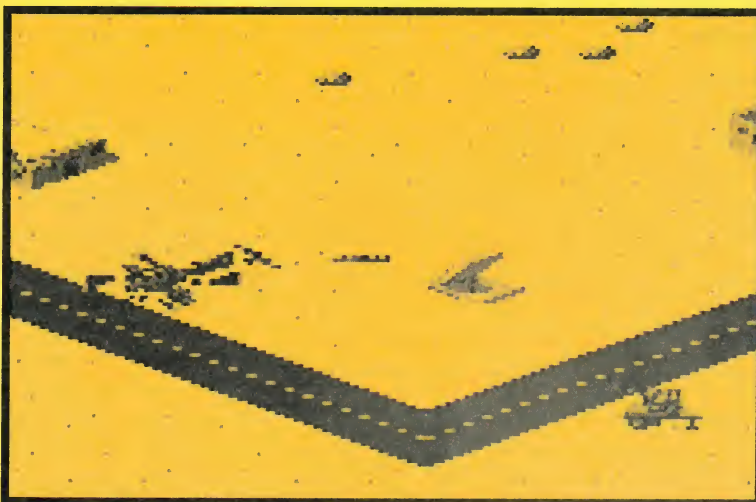
Right: Your attempt to stop Kilbaba has failed!

are to master this challenge. It's not simply a case of blasting away everything in sight, as Desert Strike has the rare feature of limited ammunition, fuel and armour. Use them wisely or suffer the consequences. I must admit that I had my reservations about Desert Strike on the small screen, but the playability of the game on other formats has not been lost in any way. If you look carefully when you blast a foot soldier away, he does a rather splendid exaggerated fall to the ground. A neat little touch, or am I just slightly twisted?

The reason for all this bloodshed is simple, the rather greedy and cruel General Kilbaba has built himself a powerful army, capable of taking over the world. Undoubtedly this slime needs stopping, and it's all down to you.

With only three fully armed choppers, you must set about crippling the enemy before anything too bad can happen.

If at any stage you find yourself



See that pile of scrap metal on the ground. This is exactly what will happen if you hang around in one place for too long near enemy soldiers

have everything that the other versions boast. If this is the way things are going on the GB then we're in for some classics in the months to come. Not least because Jungle Strike is already on its way to the

small screen. Me, I can hardly contain myself. I'm so excited!

So get your best Blue Thunder outfit on and join in the fight for freedom in Desert Strike. I'll see you there!

STRIKE



low on weapons, simply blow-up a building and see what's left behind. There won't always be something there, but a few of these smoking remains should enable you to restock your weapon supply.

The enemy must be a little dim really for this simple reason. A helicopter will need fuel to remain airborne would it not? Therefore, would you leave your supplies of fuel dotted around your road network? Absolutely not! But believe it or not, you can collect as much fuel as you like from just about anywhere in the desert!

If you're feeling a little lost, then why not take a look at the map to get your bearings? And while you're at it, you may as well flick through your future missions to plan your method of attack. It honestly does



Your allies are dotted about all over the place. Be sure to knock the gun post out before attempting to raise the hostage from the ground

GB PANEL



OFFICIAL RELEASE

PUBLISHER Ocean

DEVELOPER Ocean

GENRE Shoot'em-up

RELEASE DATE October

PRICE £24.99

Don't underestimate the Gameboy! So many software companies do, or rather did, but now we've got some of the best carts ever hitting the market with the force of a 10 megaton bomb.

Desert Strike left me totally gob-smacked! Not only was it stunning graphically, it had the gameplay to boot. Instantly enjoyable, extremely challenging and so similar to the previous versions on other machines.

I strongly recommend that anybody with another machine should have a blast on this and see for themselves how unbelievable it really is.

Desert Strike has taken to the Game Boy like a bullet from a gun.



OVERALL

90%

MONSTER MAX

Does the name Jon Ritman ring any bells? It should with any Spectrum owners. Why? Because the man who has brought you Monster Max was also responsible for Batman, Head Over Heels and Match Day 1 and 2. Now that's some record of achievement

- THE

Jon Ritman is a programmer of some considerable standing in the games industry. With a battery of classic games to his name, he seems to possess that natural 'touch' of producing games that people simply enjoy and keep on playing.

It was in the early days of home computing, the time of the legendary ZX81, that Jon first entered the programming arena. Having made 'things out of nothing' as a kid, the possibilities presented by this new 'toy' proved very tempting. At the time, Jon was a TV and video repair man, and was therefore used to messing about with bits of electronics. Naturally enough, when he was introduced to Sinclair's humble little black box, it was, to coin a phrase, the start of a beautiful friendship.

His first project for the ZX81 was a shoot'em-up, imaginatively titled 'Namtir Raiders'. It was bought by the publishing company Artic for the princely sum of £150. But, to coin another phrase, from small acorns, great oaks do grow.

The bug had bitten and there was to be no stopping him.

Real development came with the Spectrum and the greater power it offered. With Match Day, Jon really scored a winner. It remained in the readers charts of top Spectrum mag 'Crash' for three years, only being topped by the sequel. Throughout the country, hordes of teenagers began Match Day 2 leagues, cups and competitions. It was simply the finest football game ever to appear on the Spectrum, and made Jon a household name to all the Sinclair machine owners.

With Batman and Head Over Heels, Jon turned to using the isometric 3D view which had been pioneered by the Ultimate team (still going strong today as Rare). Ultimate had sat on the technique to make this 3D effect for about a year, until they finally launched Knight Lore to a stunned public. Jon took this style to a new peak with Head Over Heels, which is widely regarded as one of the best games ever to grace the Spectrum. And so to today. Why did

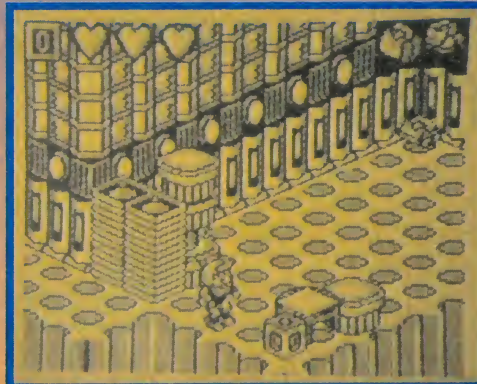
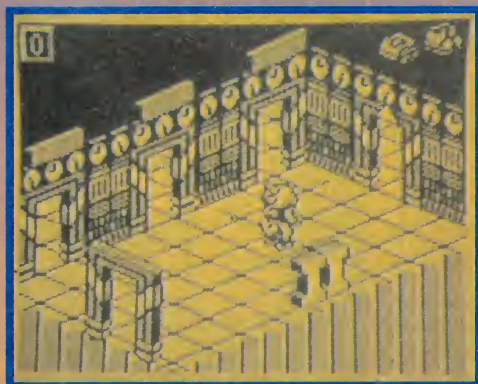
Jon decide to enter the Game Boy scene?

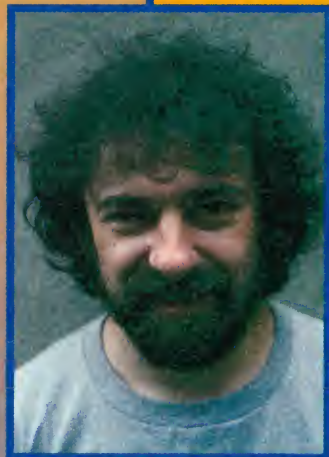
"Well, basically, you have to write less code for the Game Boy to make a full, complete game - so it's an obvious choice".

So we're talking about doing as little as possible to make some money, are we?

This is probably a bit harsh, because even a Game Boy game with its relatively small size, takes an awful long time to get up and running. "It took the best part of a year", said Jon.

If you think about how many different little aspects there are to the average game,





Programmer Profile

Name: Jon Ritman

Age: 38

Favourite game by someone else: Super Mario World

Favourite game produced personally: Monster Max

Most prefer playing: Match Day 2

First game Produced: Namtir Raiders

Qualifications: Completely self-taught

Hobbies: Going to the pub

Worst game produced: Arg – space invaders variant, never released

If not a programmer... : TV and video engineer, I s'pose

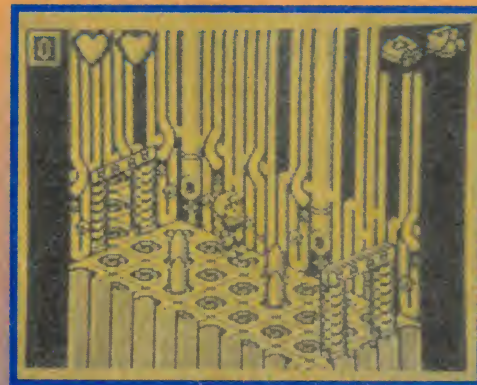
Where do you want to retire to on the profits from

MM: France, or maybe Holland because of the

relaxed atmosphere regarding er, coffee, er, bars

Last holiday: USA – Philadelphia and all over

Fave colour: Game Boy green, every last shade



graphics, map, icons, power-ups, animation, etc etc, you may be able to imagine just how much goes into the 630 screens which feature in Monster Max. It's a very long, very complex process.

The first thing to do in a Game Boy game is work out how the screens are put together. This is important because the bottom third of the screen has a different set up to the top two-thirds. We're getting a bit too technical now, so suffice to say that a lot of intricacies unique to the little hand-held have to be sussed.

When deciding what the character in the game will have to do, Jon has a simple philosophy, "Work out the powers that a character will need, take them away, and then make him find them." Thanks!

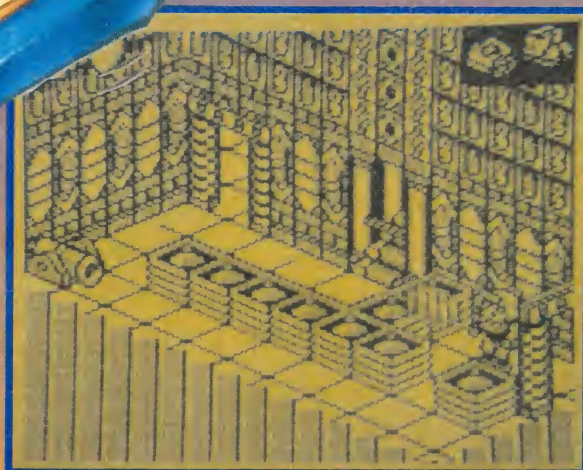
Then there's the map area in which all the action is to take place. You may think that this is arranged in great detail before the code starts being applied, but you would be wrong. For Jon, as with a surprising number of other programmers, it's a case of 'making it up as you go along'.

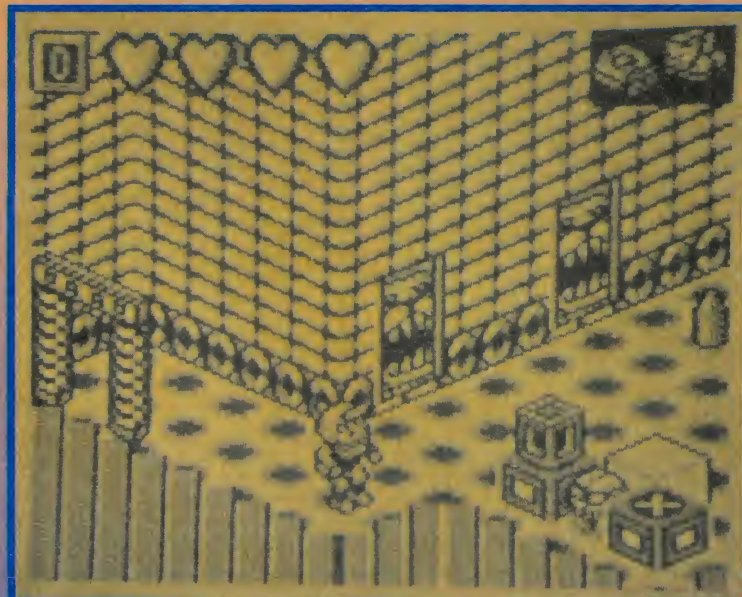
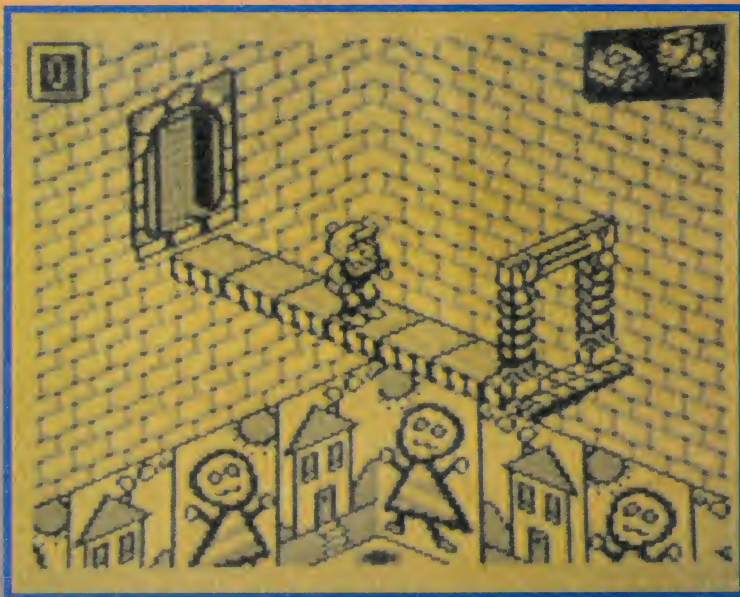
Once the basic game engine is in place, he just goes 'on the fly'. Should it get complicated, for example in rooms with multiple exits, he may resort to paper and pencil. But for the most part, if a room joins another, it's because it just happened that way rather than because of any great design plans.

This of course is handy to know if you're trying to get into the mind of the programmer to work out how and why things are happening!

You may also be surprised to learn that the graphics and animation are an entirely separate entity to the game engine. Bernie Drummond is the talented artist who has produced the graphics for most of Jon's games. It's a simple process really, as Jon says, "I

MAKING





don't tell him what to draw, I just give him a space and tell him to fill it." Sounds straightforward enough, but Jon still throws out about two-thirds of the stuff Bernie draws. That's being a perfectionist for you.

Curiously, the working sprite for Monster Max was 'Prehistoric Jon', a portrait of the man himself wearing a very short loin-cloth. Unfortunately, this didn't make it to the final version. Shame that!

Once Jon had got the game finished, polished and about as perfect as it could possibly be, it still had to get past Nintendo's strict regulations. For example, the 'Deadly Spell' in the game had to be changed to the 'Magic Spell'. Would the word 'deadly' corrupt the youth of today? Nintendo evidently think so. It would be quite interesting to find out what you, the consumer thinks.

So, how does the man who has spent the best part of a year working on making this game as good as possible, rate it overall?

"It's probably the flashest game I've ever written", he says. Let's face it, he wasn't likely to say it was poor, but with the critical

"It's probably the flashest game I've ever written"

acclaim Max has generated from all quarters, he's probably right. Now with 630 rooms to be explored it's going to be a huge challenge for anyone to complete, but how difficult does the creator find it? "I know which way to go

and where all the items are, and it can still take me as long as six hours to get all the way through." How long?

Add to that the fact that Jon completes the final world about once in every three goes, and you can see the kind of challenge that lays ahead.

For all those smart alec games players who claim that games are too easy, this has got to be the one to test the best.

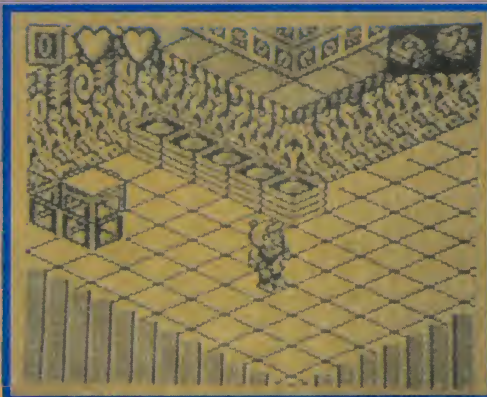
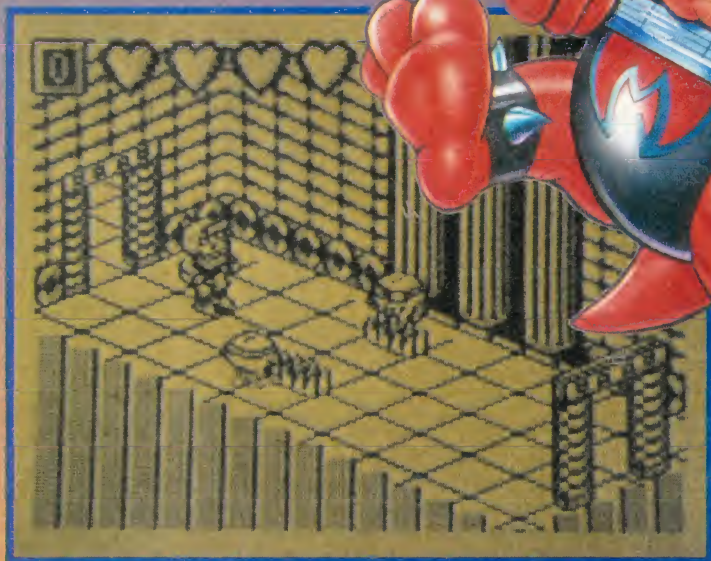
Yet another amazing fact regarding Monster Max concerns the amount of memory which the game uses. All these rooms and all this challenge is packed into just one Meg. The cart is



actually two Meg, but the game itself is packed down. That just goes to show how much can be fitted into carts if programmers apply themselves, and cart size need not necessarily be the important selling point that some software houses want to make it.

So what about the future? Does Jon have plans to make further inroads into the Game Boy market? "I've been working on solid 3D graphics for the Game Boy as a kind of experiment in Virtual Reality on the handheld! Rare have said I can't get away with it, but they also said I couldn't get away with Max."

Shows what software houses know doesn't it?. Through some well-informed application, and an appreciation of the desires of Game Boy users, games can still be made which push back the boundaries on the little machine. Monster Max does this job admirably - let's hope it's not the last.



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REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you

Fortunately for the people of 27th century Earth, there are teams of brilliant scientists holed up in secret government establishments developing the next generation of saviours. Aliens are invading. Something needs to be done. Something is being done.

The year, to be precise, is 2636. Earth has obviously made some progress over the centuries, progress which has led to the great green and blue planet being a target for every marauding alien in the galaxy. It's not long since the last invasion but, such is the popularity of Earth, there's a new threat.

These uncaring aliens are an odd breed. They don't want to colonise, or infiltrate, learn, or assimilate. No, they just want to conquer. Death, destruction, desecration, that's all they're interested in. They need stopping, and a bit sharpish.

It doesn't say much for the intelligence of alien species when their only concern is mindless violence, and these aliens are getting increasingly brutal. Whole cities have been razed to the ground and the ravenous hordes of hideous creatures are threatening to overrun the entire planet. Before lunchtime!

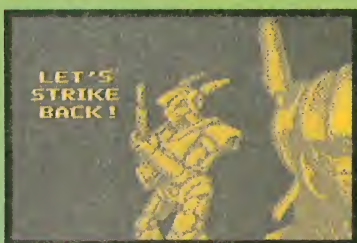
What would cause greater concern to any 27th century citizen familiar with 20th century cinema is the fact that these aliens bear a striking similarity to the 'Aliens' of the film from that century.

As scholars of the period would know, those Aliens were virtually indestructible, unless of course you sported very large guns and very silly haircuts. If this was the case you could always find some way of defeating them. Obviously the sci-

PROBOTECTOR 2

FROM: **Konami** OUT: **October**

The future, a desolate landscape, all is quiet. It's those pesky aliens again. They just won't stop trying to invade li'l ole Earth. But ha, vile beasts, you weren't expecting to face Probotector were you?



Above: The dude himself looking damn cool as he readies for battle

entists had this in mind when they began the development of the 'Probotector'. Okay, so it doesn't have a particularly silly haircut, to be fair, it's a machine and they tend not to have too much in the way of follicles, but it does have a quite awesome array of guns. Big guns. Very big guns.

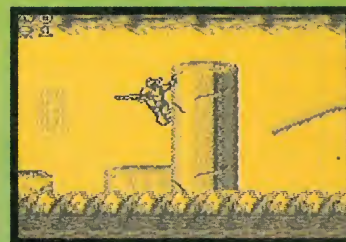
These weapons are going to be very important indeed, since the battle ahead against the might of

the alien invasion will be extremely long and quite ridiculously dangerous. Don't say you weren't warned.

Facing an awesome five levels of alien infested trouble and strife, the Probotector has to collect as many power ups as possible to boost his arsenal of weaponry and make him one seriously fearsome dude.

Probotector 2 is basically an all action shoot-'em-up, but it does appear at first glance to offer much more than this. The five levels will have to be approached in a number of different styles - there's the familiar sideways scrolling platform style; then there's an overhead view; then a vertically scrolling bit. Every different style seems to be in here somewhere.

As mentioned, you'll be able to improve the Probotector's chances of success by collecting the power ups which include homing shots and



Above: A spot of climbing might be in order to get above the flames

flame throwers. You're certainly gonna need plenty of firepower to defeat the many and varied forms of alien who are trying to put an end to the existence of Earth as we know it.

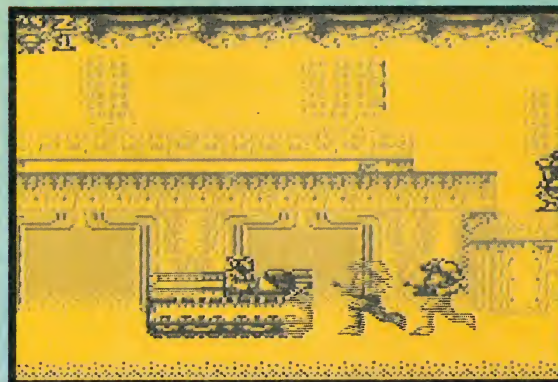
This Game Boy version of Probotector is based quite heavily on the popular and well received Alien Rebels on the SNES. It's also going to be Super Game Boy compatible, utilising the colour and improved sound specs of the add on. This is very handy to know - if you've got a SNES of course!

Slated for a release in November, Probotector 2 is shaping up to offer some explosive action in the run up to Christmas. Konami are banking on the success of the original instalment, and look like they have a safe bet with these shoot-'em-up shenanigans which certainly get the red blood cells and testosterone pumping. It's action all the way.

You'll have to wait until next month to be treated to the most informed and in-depth review of the all action Probotector 2. That's here, of course, in GB Action.



Left: Does this monster owe anything to the 'Alien' film? Hmm, quite likely



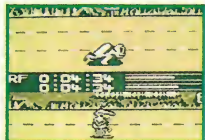
Above: Probotector hops into a tank which protects him from all manner of harm and does some damage of its own to the bad guys



OOIE GOOIE HOLDS ONTO THE TITLE OF BIG BOUNCE CHAMPION!



As our team coach said to me just before I entered the 100. Qbits Sprint - "It's easy... just run as fast as you can. If you don't



win the race you just lose your life." That's the whole shooting match with the Alien Olympics... you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so



for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled in for the Jetpack Tag. It's

sure... should I have entered

too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."

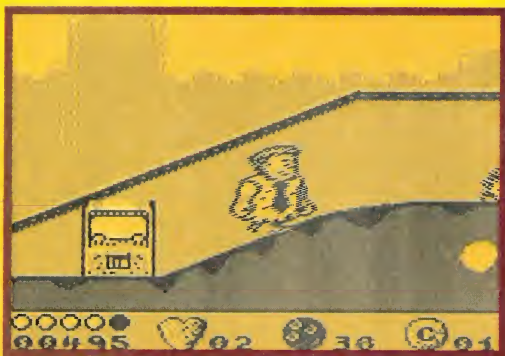


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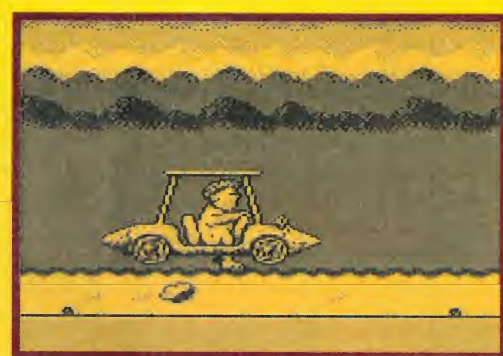
Coming soon to a Game Boy near you • Coming soon to a



Above: Fred wanders away from the all-too-addictive arcade machines dotted over the levels



Above: Dino Invaders is a fine space invaders clone which could distract from the mission ahead



Above: Fred legs it along in his famous foot-powered buggy, but the roads have potholes so be wary

The Yabba Dabba Do-ing hero of the Hanna-Barbera cartoons makes his way from the big screen to the small one. Programmed by the team behind Yogi, it shapes up like this...

FROM: **Ocean/Sony** OUT: **TBA**

The first thing to get straight is that The Flintstones game is a licence from the film and not the cartoon series. As such, the sprites all resemble the actors and actresses from the movie. Fred really does bear a striking resemblance to John Goodman.

So, some background. The Flintstones was programmed by the

Twilight Software team who were behind Yogi Bear (93% in issue 29) and Alfred Chicken (92% in issue 11). This may well indicate that they know what they're doing when it comes to Game Boy games.

Rob Holman, who was the lead coder for Yogi and The Flintstones, has already finished eight or nine games in his 21 years, and began

THE FLINT

on the Spectrum before working his way through to the Game Boy. Other credits include involvement on The Fidgetts.

The Flintstones took six months to complete, but that includes the last seven weeks when Rob, along with artist Wayne Billingham, worked up to 120 hours in a single week. This compares to the five to six months it took to complete Yogi, and is an indication of the size of The Flintstones.

Now Yogi was big and challenging, but The Flintstones is even bigger. The map size is twice that of Yogi, and encompasses 62 levels (compared with 40 for Wario), four bonus games, three separate arcade games and four prehistoric end-of-level guardians.

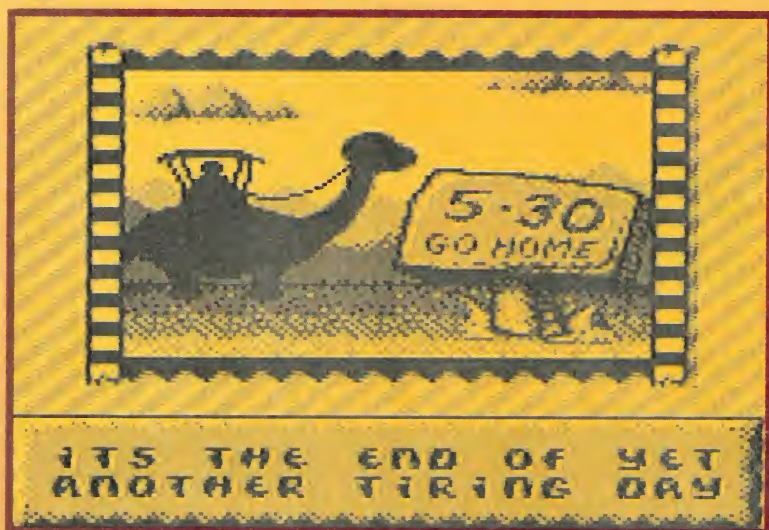
There's also some neat parallax scrolling backgrounds as well as four main characters to play, each with their own unique look and movement. This look took a great

deal of work according to the artist, Wayne: "I hated drawing Barney", he said. "It took two months to get the head right."

Since the game is based on the film, he had to work from slides of the actors to get the likenesses just right. Once completed, Universal Studios, who produced the film, then had to approve all the sprites before they would allow them to feature in the game. There's an awful lot more to designing and producing a game than you'd think.

So how did it all work out? Well, The Flintstones is a seven level platformer which follows the plot of the film fairly closely. As you'd expect, Fred plays the biggest part, but there are also missions for Barney, Betty and Wilma.

But should you tire from the efforts of searching through any of the huge levels, then all you need do is find an arcade machine. These are scattered fairly liberally through-



Above: The start of the quest sets out Fred's mission. Following the plot of the film closely, it might be handy if you've seen it at the movies - but not vital

REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

out the levels, and simply require a coin (collected after defeating one of the bigger monsters) to let you enjoy a game of Dino Invaders (space invaders), Dino Dash (pac-man) or Snake (a really smart maze kinda collect things game).

All these are pretty cool and give the game even more dimensions than it already possesses.

Four end-of-level bonus games also give Fred the chance to win extra lives for the next stage.

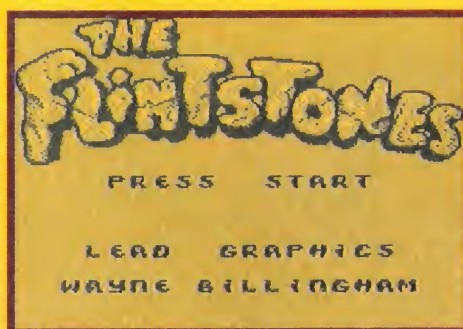
Initial impressions of The Flintstones are that, despite the fact that it's another platformer, enough thought and care has been put in to make sure that it won't just be a run-of-the-mill affair.

With large, jolly sprites, plenty of animation and a depth rarely seen in Game Boy games, The Flintstones looks set to be a winner. There'll be a full and in-depth review coming your way next month.



Left: The first level boss is this cute looking sabre toothed tiger with a tail sensitive to being jumped on!

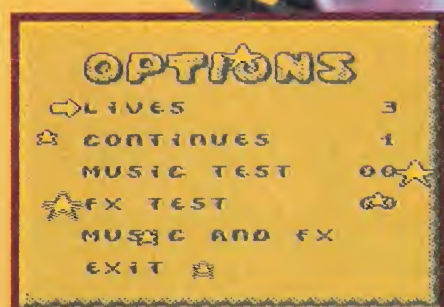
Right: Erm, it's the intro screen. Looks jolly nice doesn't it!



Programmer Profile

Name: Robin Holman
Age: 21
Favourite game By someone else: PC Sam and Max or Day of the Tentacle
Favourite game produced: Yogi and The Flintstones
Most prefer playing: Day of the Tentacle
First game produced: Reel Stunt Experts (the car bit) on the Spectrum
Qualifications: Totally self-taught
Hobbies: Drawing, when I get my life back after spending 120 hours a week on The Flintstones
Where would you like to be in 10 years: Working in artificial intelligence, certainly out of games
Favourite music: Osric Tentacles - anything weird
Last holiday: Wiltshire - at the crop circles

STONES

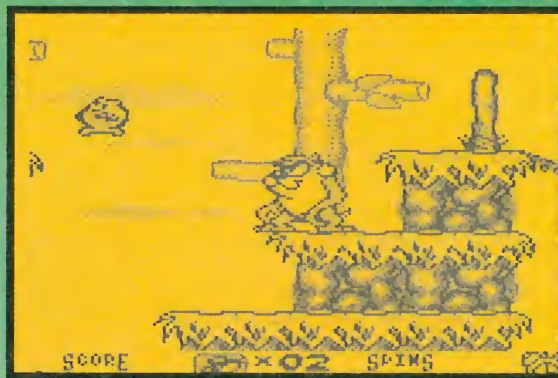


Above: The option screen sets up your, er, options for the game. Dead handy that!

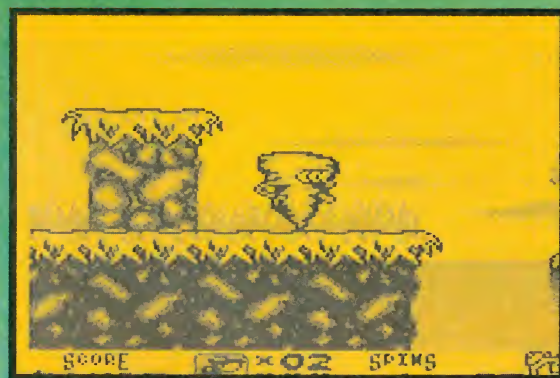
NEWS PREVIEWS

Coming soon to a Game Boy near you ● Coming soon to a

He's back!
He's meaner
than ever before
and is spinning
his way to you
in the near
future, courtesy
of Marubeni



See what I mean? Taz 2 looks a ton better than its older brother. The evidence above is for all to see



A spinning Taz can destroy all enemies with the slightest of touches. What a guy!

Platform games eh? Sure we've all seen numerous attempts before, but of late we seem to have been spoiled with a large number of quality carts. Wario, Cool Spot and Aladdin are just a few of the choice pickings that have graced our Game Boy screens recently.

So, what can we expect from the follow up to last year's Taz outing? Well, it's looking bolder than its older brother in each and every way. The Taz sprite is far superior, with tons more definition and plenty more animation than ever before.

The original cart had plenty of people stumped with its seemingly impossible guardians, and the sequel sticks to the same genre. So, no prizes for guessing that it's, shock upon shock, a platform romp.

Taz has been up to no good since we last set eyes on him, and has broken free from Acme Zoo.



TAZ 2

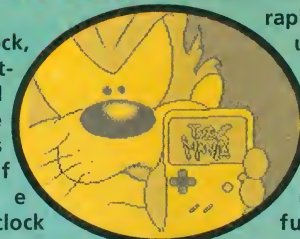
FROM: Marubeni OUT: November

Why? To go island hopping of course! Big game hunters are to be richly rewarded for the capture of the spinning Tasmanian Devil, so Taz must search desperately for a safe haven. This is where you come in. Your mission is to guide Taz through the five island levels in search of his sanctuary.

As well as being full to the brim with enemies to avoid, the whole thing is

a race against the clock, with some hasty footwork required to blast through the levels. Fortunately, as with the majority of time trial carts, Taz 2 has clock icons dotted around to give you extra

Incorporated into this fast, pacey spin-fest are numerous bonuses and pitfalls. Diamonds are readily avail-



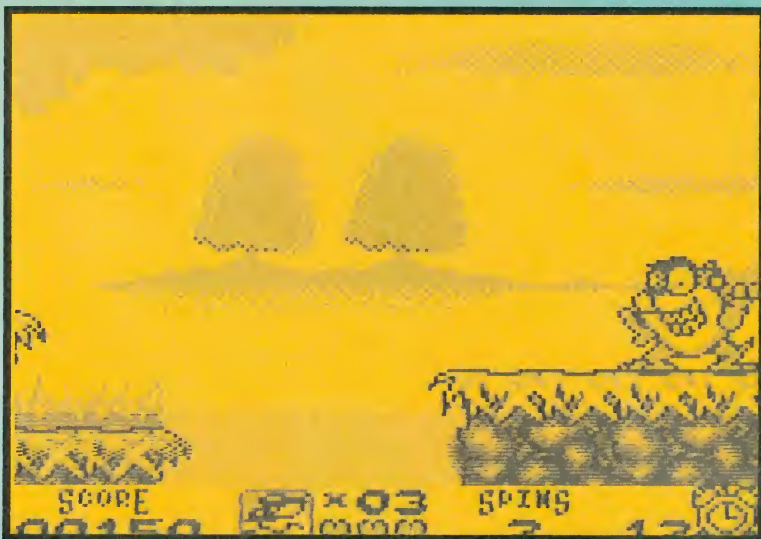
able if you can avoid the bad luck icon (I walked straight into one this morning and my entire day has been a miserable experience since, I can tell you). This particularly devious feature takes your wealthy finds away as quickly, if not quicker, than you collected them.

As you would expect, each stage comes complete with an end of level nasty for you to tackle.

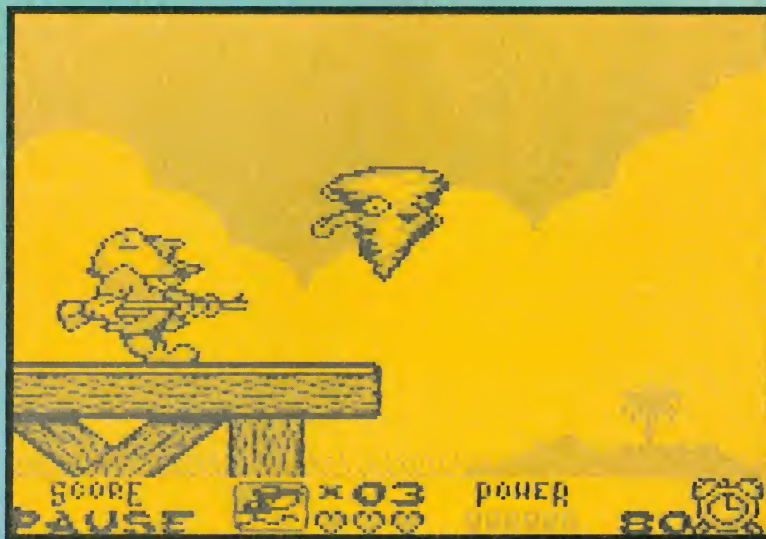
Enemies can be killed with a rapid stomp on the cranium, or the world famous Tornado spin. It's up to you.

The beginning of November sees Taz 2 in the shops, and as usual we shall have a full review in the very near future.

From what we've seen so far, this could be one of the greats of the year. It's certainly an improvement on the original, and is enough to make your head spin!



When Taz smiles, you know you're at the end of yet another level and one step closer to home! That cheesy grin can only mean one thing - success!



Immediately after this shot was taken, Taz had to spin his way to safety across the sea. Poor lad. The big game hunters have no respect for the wildlife

REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you



The intro screen stands proud. And so it should because Daffy is looking pretty special



Outer space is a cold dark place and it certainly looks it throughout The Marvin Missions

The most famous duck ever to exist starred in one of the greatest cartoons ever released. The game has finally arrived! Marvin the Martian makes his stand

DAFFY DUCK

FROM: **Marubeni** OUT: **TBA**

Remember the classic Daffy Duck cartoon where he plays Duck Dodgers in the 25th and a half Century? It's the one where Marvin the Martian and Duck Dodgers fight it out over the planet they both discover. (Everybody must surely remember Marvin, the guy

with a brush on his helmet. A true star if ever there was one!)

Anyway, Daffy claims the planet for the Earth, whilst Marvin tries to claim it for Mars. The battle which ensues between the two is one of Daffy Duck's finest and most tireless moments.

Along with Danger Mouse and the Mr. Men, nothing stands a chance against the undefeated king

of cartoons. Many have tried but nobody has come close. But I digress, that's more than enough 'toon talk for now. Let's get down to business. Daffy Duck - The Marvin Missions is what we're here to talk about.

At first glance it looks a corker and no mistake! It resembles top notch platform carts such as Darkwing Duck, and has more ups

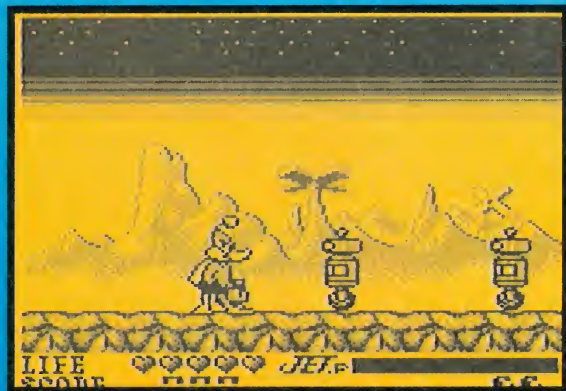
and downs than a yo-yo. And yes, the challenge is there too. It's pacy, easy to play and a seriously furious tester.

Marvin the brush topped guy has plenty of his buddies out to prevent Daffy from reaching his goal. As if this wasn't a big enough problem, even the terrain is prone to collapsing and moving in strange ways. All this combines to make everything that little bit more, er, space-like.

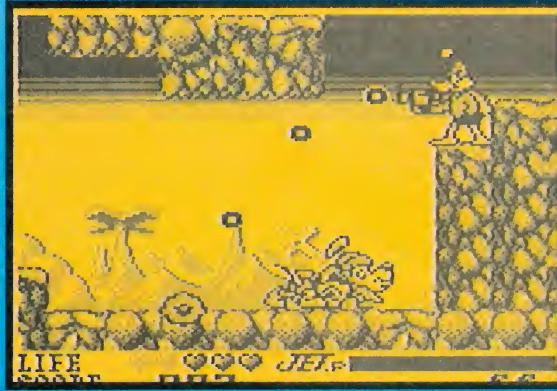
Marubeni seem to have latched on to a winner with Daffy Duck - The Marvin Missions, and if there's any justice this should be massive. It's certainly a change from the Mario Lands of the world, and brings with it some fresh feelings of joy and excitement!

For the hardened platform fan there is a password option for a restart, and there are a limited number of continues. Believe me, you'll be needing them.

Things really are looking good at this stage, so look out for the full jet-streamed review in GB Action - soon.



The first screen of the game drops you right in the middle of this hostile environment. Fight for your life



Blot away at this blighter for all you're worth, the continue point is off this screen. Die like a dog, you dog

**COMING SOON
TO A NEWSAGENT NEAR YOU!**



TIPS & GUIDES

Wahey!
Get a load of these beauties. Zelda tips, we got 'em! Tiny Toons 2, yes we have those too! Plus Humans

Check out our tips and guide pages this month. They're the most helpful, useful and up to date tips you will find anywhere, so why not feast your eyes and make your life a little easier?

ZELDA LINKS AWAKENING

Ben Albon from Beds. has sent in a little cheat for this testing role player:

On the level three dungeon when you reach the black slugs, kill one using your bombs, then go up the ladder and off the screen. Now go back to the screen with the slugs, and they'll all be dead!

Here's another code which has been sent in by a reader, R. Hall, from Newport:

Choose the arrows and bombs and press A + B together. This will give you a super missile.

TINY TOONS 2

Richard Beckett from York has sent in this helpful hint for all you smart alecs who find this a little too easy. On the title screen, press A and START to begin the game with fewer lives.

HUMANS

Michael Seaman from Birmingham has sent in the codes for levels 1 to 25 of this exquisite puzzler. Thankyou my good man!

- | | |
|--------------------------------|----------|
| 1. XXXX | 13. SWQR |
| 2. CVBM | 14. TYTL |
| 3. QWSD | 15. XRTU |
| 4. PLKP | 16. CDSR |
| 5. MNBC | 17. JYHT |
| 6. VBCE | 18. MJHN |
| 7. KVHR | 19. TRWM |
| 8. No code for you here. Sorry | 20. PLMN |
| 9. PYST | 21. SSXC |
| 10. LKLQ | 22. KLLY |
| 11. HDZW | 23. QRWS |
| 12. WBGF | 24. VBSR |
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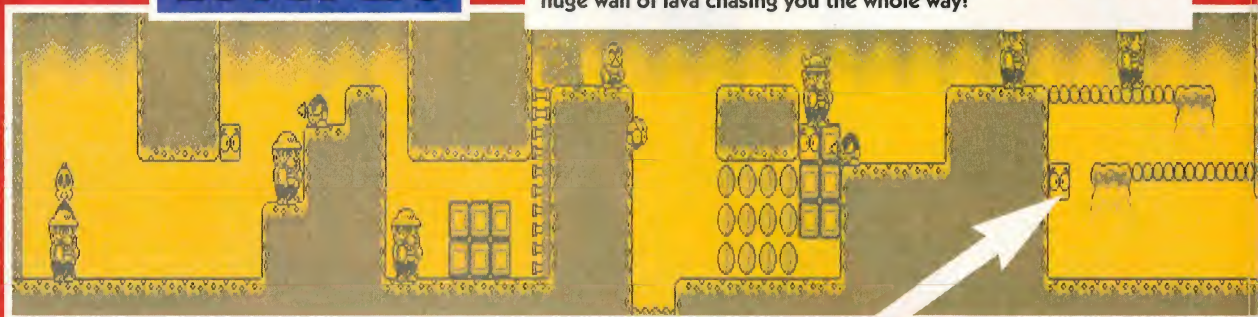
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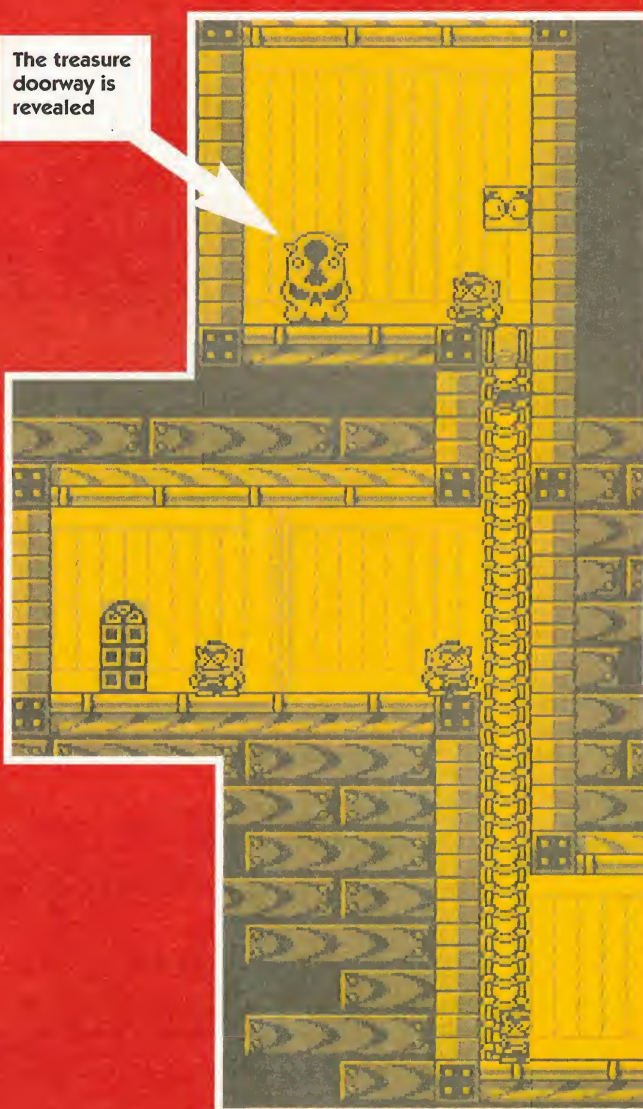
Level 20

This is by far the most difficult stage in Stove Canyon and basically involves running as quickly as you can to the right as there's a huge wall of lava chasing you the whole way!



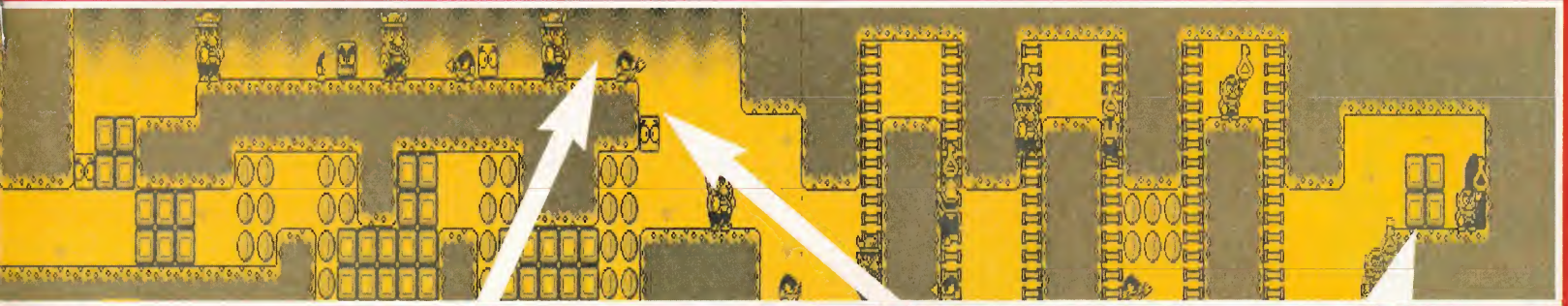
This block holds the treasure key so collect it if you have the time

The treasure doorway is revealed



Stove Canyon is crammed full of many twists, turns and surprises! To help avoid confusion each stage is shown in its entirety. There are plenty of switches which will need to be utilised for an easy life. So here goes...

GUIDE PART 5



It's far safer to go via the top route here as the bottom route is extremely dangerous at the best of times. You have been warned

This block contains an invincibility icon. Very useful indeed for tackling the next part of level 20

The door to safety!

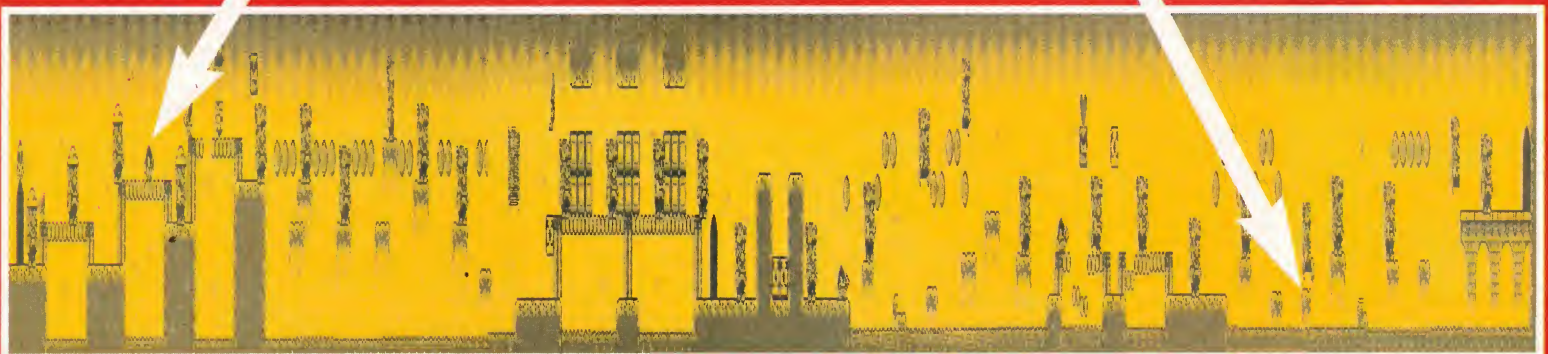
Level 21

Very straight-forward but very long. Not too much to worry about really!



Watch for these collapsing platforms

These platforms rise and fall into the lava. Some care is needed, but it's not a big problem. Honest!



Continued...

Level 22

Yet another long level, but with a little care and attention its dangers can be lessened considerably!



Watch for these fireballs, they're lethal!



Level 23

This is very Indiana Jones-esque with rail carts to whizz you at speed through perhaps the longest level in the entire game



Remember you can jump on these carts at any time. You will need to do this at some stage as they do tend to go up in the drink

Level 24

Bits and pieces of this level require switches to be hit before you can progress. Expect loads of running back and forth to collect the treasure key and then the treasure itself



Wario Guide Part 5



The half way point – at last

These frames can be used to your advantage. Take your time avoiding the fireballs and your way out of this level is almost assured



These tiny blocks propel you to new heights. This one will take you to the halfway point



Remember the bats? Yep! The blighters are back, but with some nifty jumping they can be avoided as they swoop

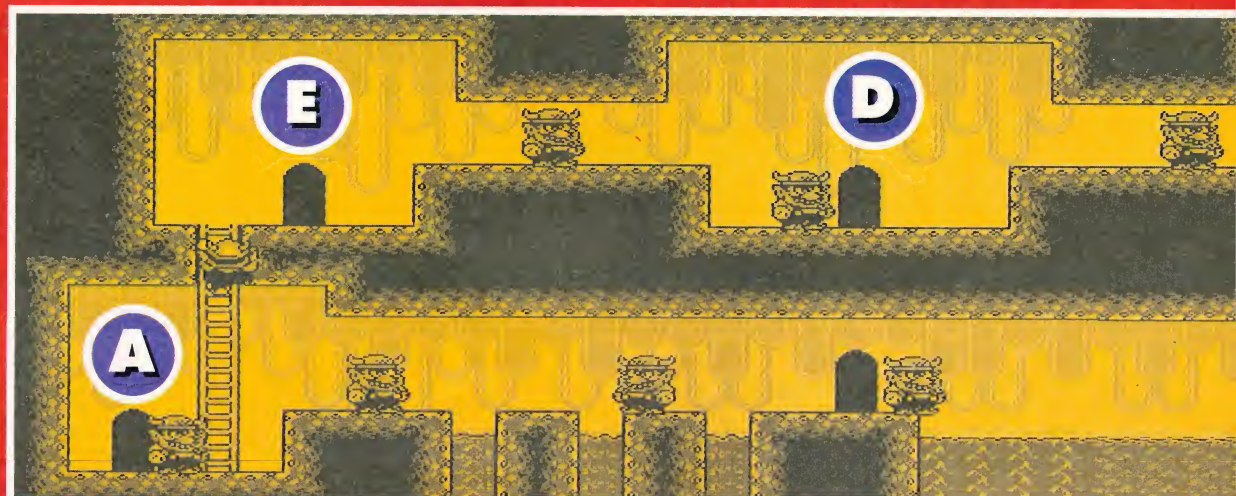


To reach the secret exit you'll have to leap from the falling cart at the last moment. Then stand on this springy block to bounce up the level

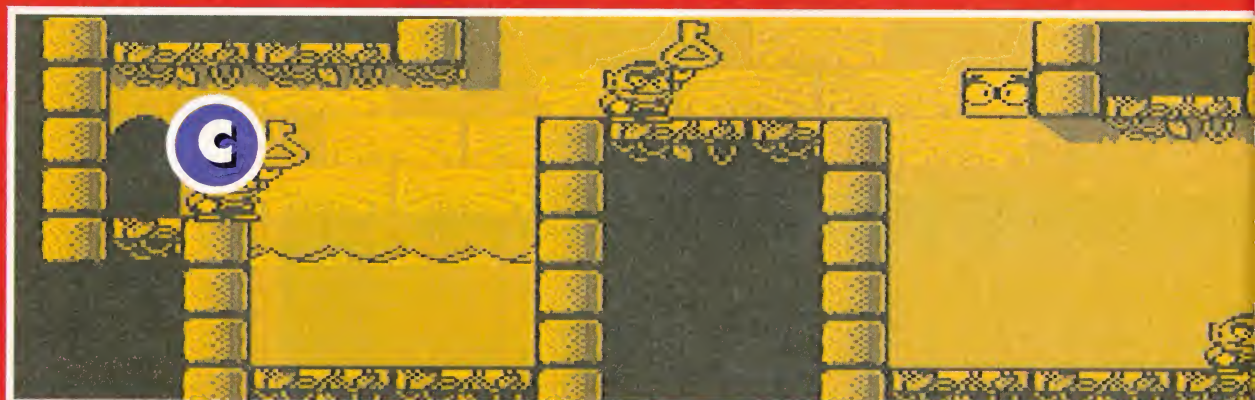
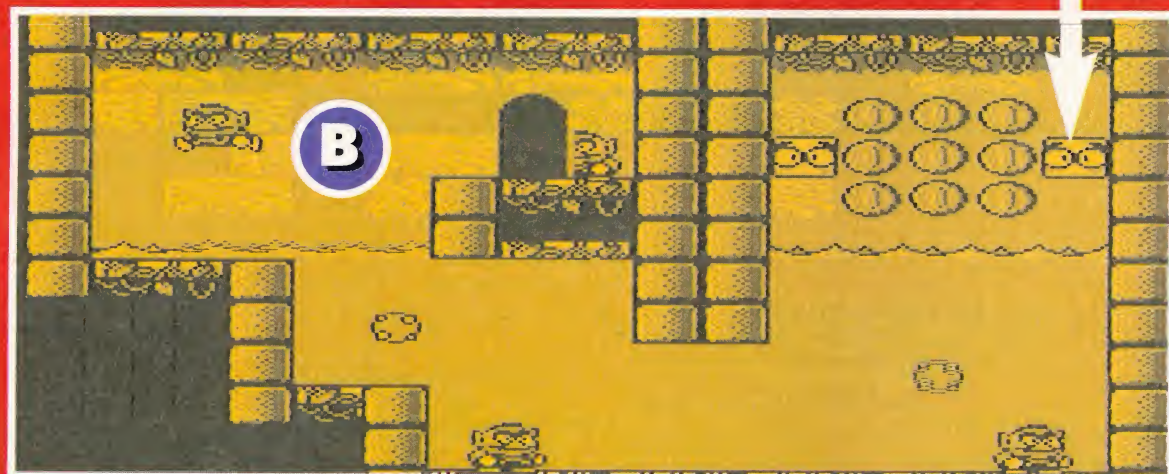


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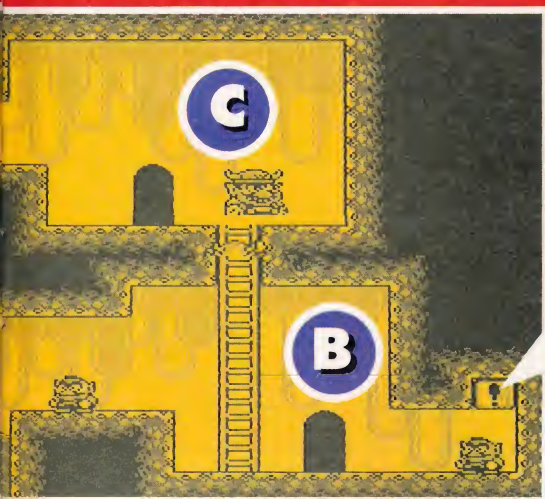
ACTION PLAYER'S GUIDE



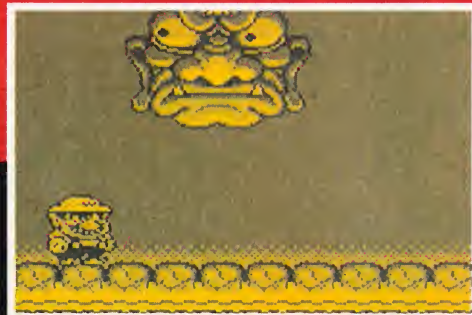
This block contains the dreaded treasure key. Only now can you reach the elusive jewel!



Wario Guide Part 5



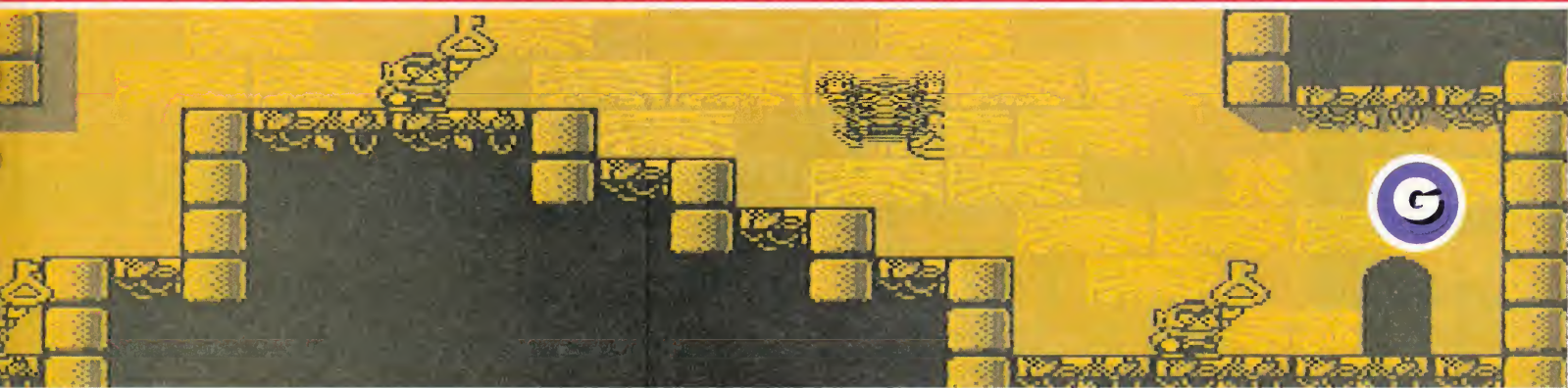
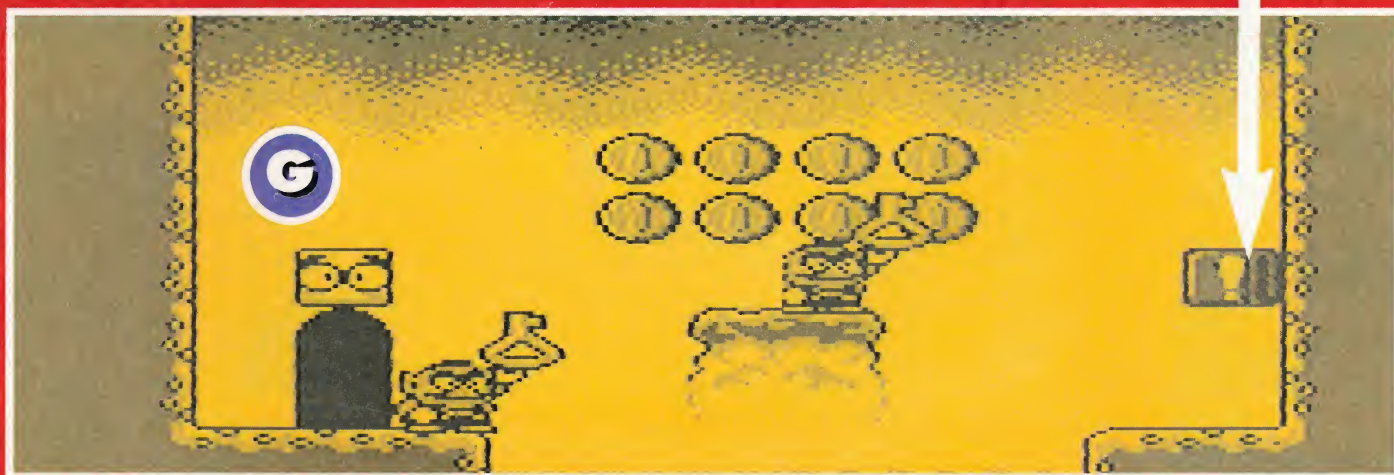
This switch will flood the next room so you can progress easily



End Of Level

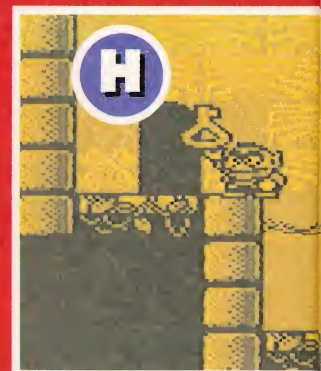
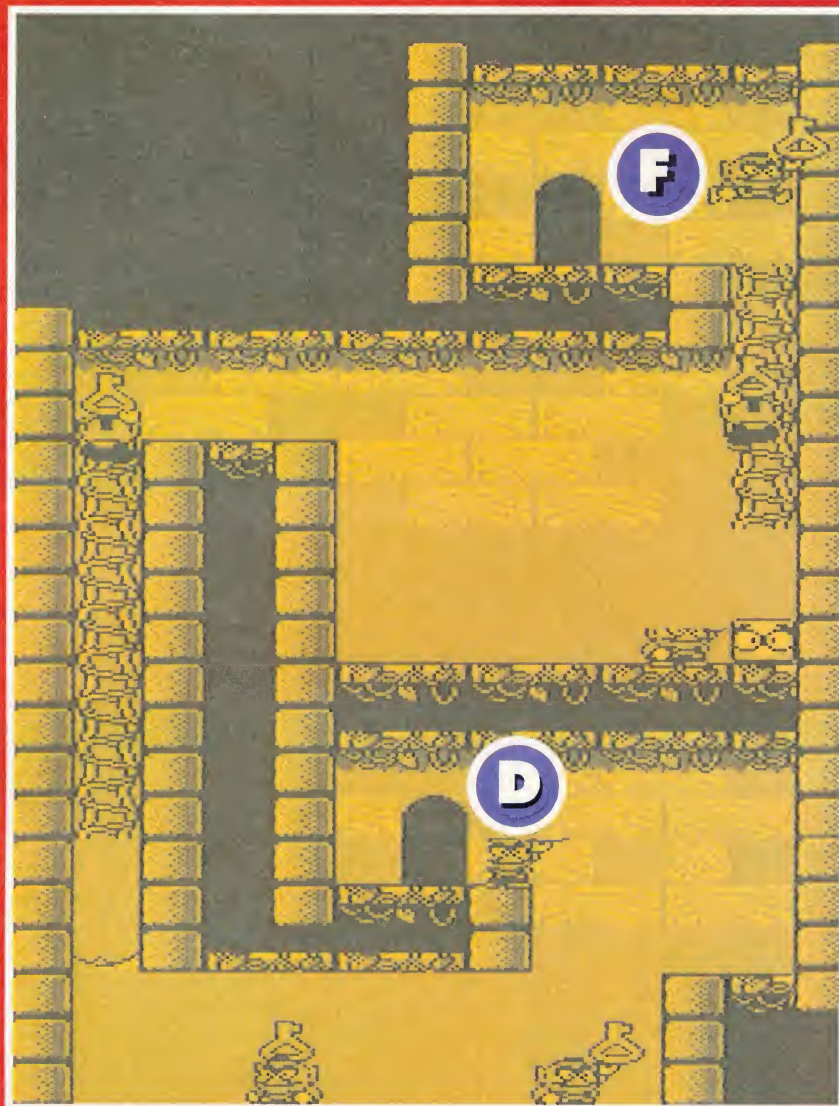
This is one of the more difficult bosses to destroy, but with a little practice it becomes relatively simple. The guardian will eventually destroy the floor, so time is scarce. To kill this nasty geezer you have to catch the rocks he throws. Then after they've bounced once, throw them back at his eyeballs. It's a dirty job but someone's got to do it. Look out for next months instalment in the complete guide

This switch has to be hit for you to go back through the last room



Continued...

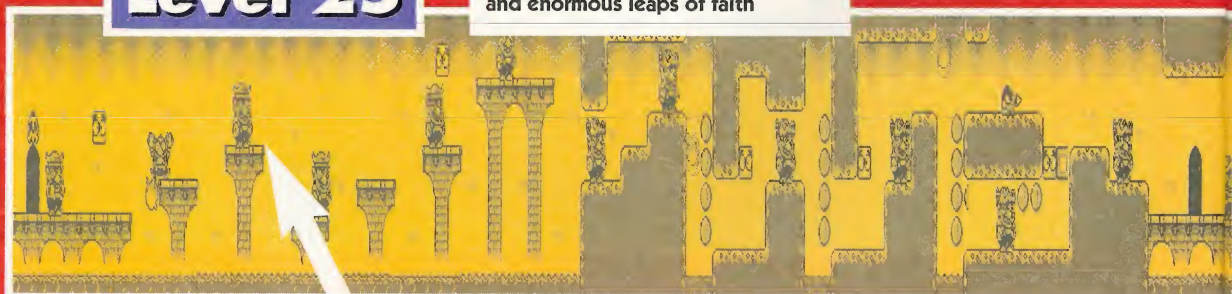
ACTION PLAYER'S GUIDE



One hundred coins are
here for the taking

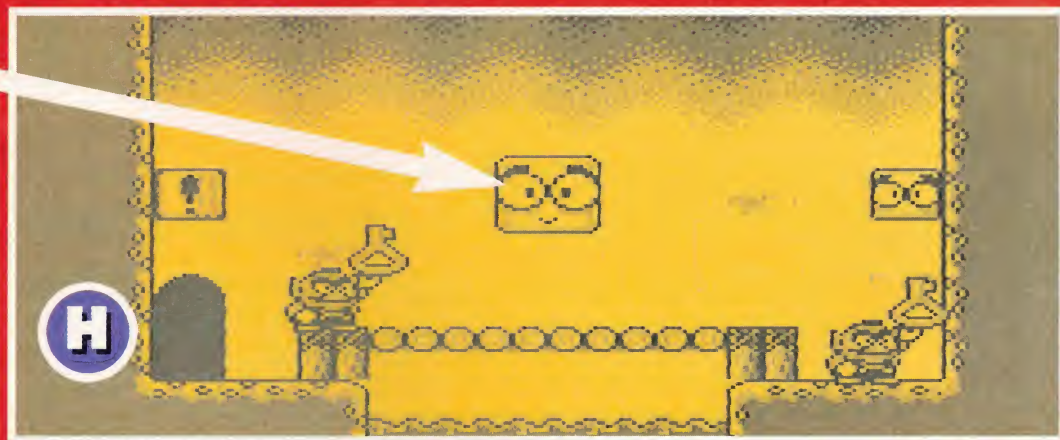
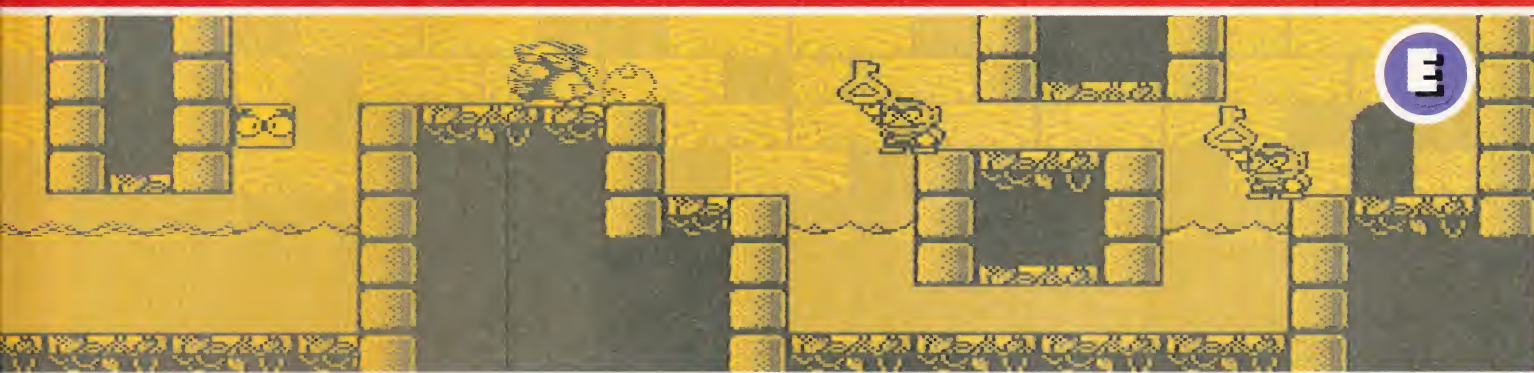
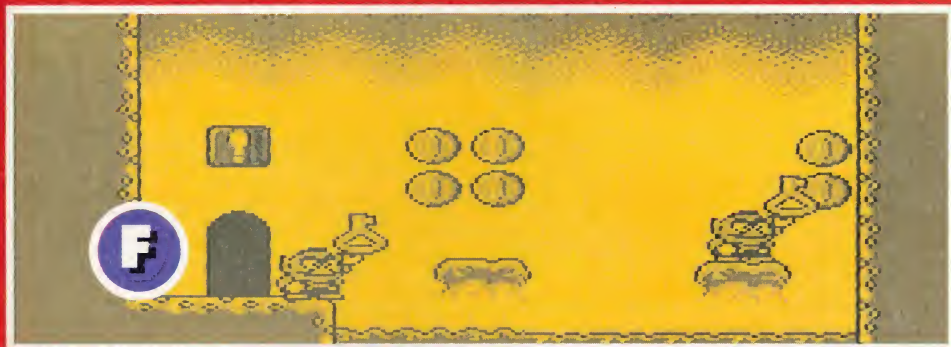
Level 25

The final level in this long and tiring stage is a mixture of rising and falling platforms, collapsing bridges and enormous leaps of faith



Leap from the edges of these bridges to reach the next solid ledge safely

Wario Guide Part 5



Things have got a little tougher in Stove Canyon. Only the fittest will survive to make it through to next month's instalment...

As these blocks fall you will need to leap into the air at the appropriate moment. Failure to do this will see you end up in the lava

These collapsing platforms are the only way out of this level. Be sure to go to the right so you aren't fried



ACT REPLAY

TOTAL CARNAGE

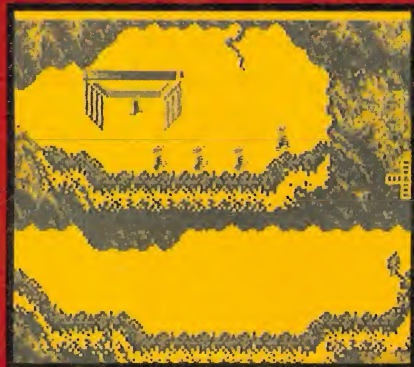
01050AC0 – Makes you bigger and therefore easier to hit
0100FAC0 – Start with only one life!
01000AC1 – Lose a life every time you get hit

ON THE TILES

0810BCC2 – Less time
0C0201C3 – The blocks will be shuffled until you switch the Action Replay off

LEMMINGS

Philip Evans from Blaenau Ffestiniog (that's in Wales incidentally) has been a busy bee this month and he'd like to share these codes with everyone. So, who are we to hold him back?
010A0CDD – Infinite climbers
040A0DDD – Infinite floaters
010A0EDD – Infinite bombers
010A0FDD – Infinite blockers
010A10DD – Infinite builders
010A11DD – Infinite bashers
040A12DD – Infinite miners
040A13DD – Infinite diggers
0119BCC0 – Last level (must be on Mayhem difficulty for this to work)



KIRBY'S PINBALL

My my.. You have been busy Phil. Thanks for all the codes you've sent us this month.
016044C3 – Infinite time at bonus stages

COOL SPOT

There are no surprises for guessing who sent these in!
0103E4DB – Infinite lives
0164E5DB – 100% cool points. All you need to do now is find the cage

THE FIDGETS

Richard Beckett from York has come up with these codes for Elite's difficult puzzler.
046076DD – Infinite time on puzzle games
02057CDD – Infinite cheese
01032FC2 – Frankie's bullets are infinite
01032FC3 – Freddie's bullets are infinite
03XX74DD – Start at level XX (between 00 and 12)
085831C2 – Infinite energy for Frankie
085831C3 – Infinite energy for Freddie

GAME GENIE

RAGING FIGHTER

009 1FB A22 – Infinite time
004 E0B E62 + 007 1AE 3B7 – Infinite energy
10A 9AA 89C – Each fight lasts 10 seconds

KID DRACULA

FAB F5A 4C1 – Infinite live.
008 13F 367 – Walk through baddies without losing a heart
C97 45E 6E3 + 007 8CE E6E – Baddies are statues!

NAVY SEALS

Ben Curtis from Hants has sent in a fair few beauts for this oldie! Cheers pal!
00A FDF E6E – Infinite lives
099 009 F7A – Start with nine lives
00A 0BF E6E – Gives 10 snipers after first life
00B 4BF 19E – Infinite snipers
002 CEE E6E – Infinite bullets for handgun
002 A4E E6E – Infinite bullets for machine gun
182 9AE 6EA + 002 A4E E6E – Start with and keep machine gun with infinite bullets

ASTERIX

F06 DCD 6E9 – Infinite lives
F07 CAD 6E9 – Infinite energy wings
F06 D7D 6E9 – No loss of stars when you die
009 6FD 2A2 – Infinite time. Remember to switch off at the end of the level

Come on, get those Action Replay and Game Genie codes sent in. If you send in a good one then we might even send you a game in return.

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the test of TIME

GB Action, Europress Publications, Europa House, Adlington Park, Macclesfield. Don't forget to state which game(s) you'd like to see

Fresh from the Antiques Roadshow, young Dr Biff shakes off his suit and bow-tie image to bring you a collection of Game Boy classics which would send even the great Arthur Negus all a-quiver

Games come and go, and when the new ones arrive the old ones get put in the bottomless GB drawer into which, apparently, some very small children have actually fallen, never to be seen again!

But each month some brave old soul – me actually – delves into the drawer just to fish out some of the 'senior' releases.

So come with me and take a peek at the best of those retired old classics and let's find out how they stand up against some of their younger brothers. It's all very interesting you know!

We mark the games with Tardis', five for the best games, one for the worst! Read on.

TIP OFF

Imagineer 64% Issue 8

Basketball games are pretty scarce on the Game Boy nowadays. After Tip Off received a rather average score of 64% in issue 8, software houses seemed to decide that basketball games just don't work on the good old GB. Do they? Let's have a look.

The only basketball games to have crept out of their holes in the past have, at least technically, been better. All-Star Challenge 2 and

The crowd is packed inside the stadium, the ref blows his whistle, and up jump two tall blokes



Jordan Vs Bird are two that immediately spring to mind.

All-Star Challenge 2 is definitely the best of the bunch, having received a nice and healthy 74%. Jordan Vs Bird slightly missed out on the stardom by receiving 73%, and Tip Off, I think, was one of the first basketball games to be released. Considering this fact, it shapes up quite well with today's market. Everyone with a smattering of sporting knowledge must realise how to play basketball. If you don't,

tough, I'm not explaining it.

The display shows a sort of birds-eye view from slightly behind the players, pretty much the same as Kick Off, with the sprites appearing reasonably small, although easy to see. This is the main problem with competitive games on the Game Boy. When there are two teams competing against each other, it's more often than not difficult to see exactly who's who.

This is mainly due to the fact that the shades of grey that are used for the players' kits are too similar, despite the excellent sprite definition.

Tip Off features a series of well-animated sequences which give that extra special touch. Without these the game would be pretty bland and get very boring very quickly.

If you do happen to be looking for a basketball game, I suggest you take a look at this before you finally make up your mind.

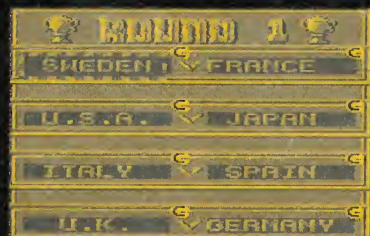
It may not be a graphical feast, but there's plenty of gameplay and depth to give you ample pleasure. Hurrah! It certainly scores a three pointer against the Test of Time.



I'm not entirely sure what's going on here. Is it a free throw or something?

WARP RATING

Good graphics, smooth gameplay and oodles of options. What more could you want? I suppose you'll eventually overcome the hurdle of not being able to see the sprites. But hey, you've got nothing to lose if you try before you buy.



Just look at this exciting screenshot. It really gets the pulses racing... hmm

ROAD RASH

Ocean 53% Issue 18

If you've played this on the 16-bit label, don't expect too much. It might have been quite a splendid game on the "bigger" boys, but it certainly doesn't do the business on the Game Boy.

You take control of a motorbike rider, who at present, is in the middle of this big tournament – nothing official or anything, just your standard "I bet you can't..."

Racing against about 12 other riders, you must come first to win the



This screenshot is so different to the last one. Surely it isn't Road Rash

biggest cash prize. Now you may be thinking that Road Rash is pretty bland and nothing more than the usual run-of-the-mill racing game.

Well... there are no rules whatsoever. You can quite easily take a swipe at your opponent while keeping one hand firmly on the handlebar. Also, as you progress closer to the finishing line, one of the frontrunners actually has a baseball bat. You can steal this off him and give the annoying little git a bit of a crack if the fancy takes you.

You have to be really careful

though. If you start winning all the prize money, you will find that some of your friends will turn against you and will try anything to stop you reaching the finish.

If you do happen to take a tumble on your bike you'll have to pick yourself up, dust yourself down and head towards where your bike ended up. More than likely, this will be under a car or in the middle of an extremely large pond!

Oh yeah, as well as being able to smash into windscreens, the police are also on the tail. Apparently, what you are doing is highly illegal and must be stopped – sheearrrh riight! The sprites are pretty small, which will no doubt give you eye strain, and it's rather hard to see where cars are coming from, especially when you're approaching a blind corner – one moment you're steaming ahead in first place, dreaming of that \$30,000 you're about to collect, and the next you're lying on the floor with gashed elbows and knees.

WARP RATING

Since there aren't many decent motorbike games on the Game Boy, it's difficult to compare Road Rash with anything. If you're into motorbikes however, steer completely clear of this. It might have been quite a classic on the 16-bit, but I'm afraid this isn't



I thought this was about riding motorbikes, not running around



Look at the ridiculous speed at which I bear down on the opposition

FASTEST LAP

NTVIC N/A Issue N/A

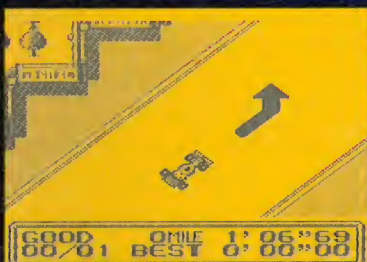
How I tried and tried to cast my mind back to the first few issues of GB Action to recall when this was actually reviewed, but after many hours of searching, I finally came to the conclusion that it never was. I think!

Fastest Lap is of course a racing game. It's a four-player effort where you can get all your mates round, providing they each have their own Game Boy and copy of the game, which I very much doubt

Fastest Lap is one of the better racing games to be released on the Game Boy, mainly thanks to the over-the-top birds eye view which works really well.

You have the option of driving for four race teams, with different racing characteristics set up so that each car performs differently on the various tracks.

For instance, if you choose London as your racing team, you will have the advantage of a fairly quick



More racing game fun, this time in the shape of Fastest Lap

engine, but will struggle a little with the less-than-adequate steering.

Fastest Lap includes more or less everything you would find in a proper GP, and allows you to travel all over the world and race on some of the best circuits.

You can tweak and twiddle with your car until it finally meets the racing standard, but you'll have to use up your qualifying laps to mess about with your gear ratios and the like. If you're really good you might even benefit from the award of a pole position.

Once you are finally ready to race, you will find yourself lined up with

several top drivers from all over the world. They're all very tough and you haven't a hope of sneaking past on the inside of a corner – oh no, they'll have none of that!

Fastest Lap is a pretty tough game even on "easy", and it pays to mess with your car until it suits the circuit and conditions. What makes it so realistic is the fact that you can quite easily ruin your tyres, especially if they're only for qualifying, and the suspension and bodywork also need to be looked after carefully.

This is where tactics come in. Just like in real motor racing, you have to steam into the pits, make the relevant changes, and carry out any repairs which are needed while the timer is running. Tough? Yes, I'm afraid it is.

Fastest Lap has more than ade-

quate graphics and some fairly reasonable music playing merrily along in the background. For depth of gameplay, there's nothing that can touch it.

If you're a racing fan who wants a game that's as close to the real thing as possible, then this is the one for you. F1 Race doesn't even come close to this monster of a game.

Fastest Lap stands the Test of Time beautifully, eh Murray?



Who said computer games were sexist? Not us here at GB, that's for sure

WARP RATING

A fantastic racing game that no others can touch. You may find it a little difficult to find in the shops with it being pretty old, but if you do search it out, you've certainly bagged yourself a real winner!



MYSTIC QUEST

Nintendo 85% Issue 13

After Zelda was released, nothing else really mattered. Mystic Quest only really gained a following among people who finally completed Zelda, and were hungry for a brand new challenge. Well, if you are one of these people, good news lies ahead.

Just in case you're new to games of this genre, then I'd better explain the scenario.

There's this tree called the Tree of



It's okay Amanda, I never really knew him that well anyway

Mana which apparently feeds on all the world's energy! It's a nice pleasant tree and keeps the people of Mount Illusia quietly happy.

However, evil spirits enter the tree and begin to fill everyone's minds with vicious, foul energy. Get the picture? You take control of the hero, and your task is to rid the cloud towers of these evil spirits and finally bring peace to the city of Mount Illusia.

Mystic Quest is so much like Zelda its unbelievable. The sprites are more or less the same, and it follows the usual defeat some baddies, pick up some kind of magic potion and move on scenario. That's about it really.

In Mount Illusia, there are various places to visit and people to see, enabling you to learn more and more about your quest as you go along in search of the evil ones.

As I've mentioned before, you can pick up several potions and hearts to keep you alive. If you've played Zelda, then you'll know exactly



Mystic Quest sees you carry out a quest in particularly mystic fashion

what I'm talking about.

If you haven't played the greatest adventure game on any computer format, then I seriously suggest you think about dipping your hand into your pocket before you think about purchasing Mystic Quest.

When it was reviewed way back in issue whatever, it received a rather healthy 86%, and to be honest, there aren't that many decent adventure games on the Game Boy.

Zelda's about the only one that stands out. There was Robin Hood: Prince of Thieves which received 85%, but it didn't really have the

WARP RATING

Mystic Quest is a good attempt that doesn't really snatch the adventuring crown. If you've completed Zelda, then you might want to think about spending some cash on this, because it is certainly one fine example of the adventure game genre.



same appeal that Mystic Quest has.

If you played Zelda until your thumbs began to ache and you finally completed it, it's only inevitable that you'll be hungry for more. If so, I expect you'll want to get started on your second mission.

Mystic Quest might not have the same sentimental appeal as Zelda, but it'll sure as hell give you enough of a lasting challenge. As it is, it's a damn fine game which stands the Test of Time most easily.

BART SIMPSON: ESCAPE FROM CAMP DEADLY

Acclaim 84% Issue N/A

Let's face it, The Simpsons are the greatest thing ever to happen to this planet. Homer Simpson, Chief Wiggum and Nelson are just a few of the best characters ever to grace the TV screen.

Now I know what you're thinking – you're convinced that The Simpsons is childish and boring. Over here the Brits made a bit of a cock up of advertising America's favourite family – Bart was made to look like a stupid six-year old kid, and then there were those ridiculous T-shirts and that stupid CD they brought out. Why? I ask.

Over in the States, the Simpsons are as hot as Homer's trousers (pardon?) after a rather sticky day at the nuclear plant.

Chief Wiggum is the greatest character in The Simpsons, and if Acclaim had brought out a game

called Chief Wiggum: Escape from Camp Deadly, they would've sold millions! However, it's all irrelevant now, as Bart Simpson is here to stay.

Bart must escape from the evil camp that his mother, Marge, and his father, Homer, have sent him to during his summer hols. Bart is left in the company of his superior, Ironfist Burns. To make things worse, Nelson and his band of bullies are there too. As always, they insist on inflicting pain on Bart.

To make things easier, Bart is



Bart mate, you're quite funny, but we want to see good old Homer instead

there with his sister, Lisa, and they've got nothing else on their minds other than escape. To do this they must survive everything the camp throws at them, including the game which every school kid hates, capture the flag. To be fair, Bart Simpson EFCD hasn't really got anything to do with The Simpsons cartoon on Sky One, but lets give it a fair crack of the whip.

The graphics are pretty lifelike, imitating their TV counterparts fairly well, and the Game Boy churns out some pretty adequate tunes to bring the presentation up a notch.

It also plays quite well, despite a minor glitch which causes the animation to flicker from time to time. Camp Deadly carries a hefty challenge with it too, and even I began to struggle on the third level.

Overall, this is a nice pleasant game which doesn't really wipe out the Mario series completely. A good try, but there is far too much competition for it to stand up in today's Game Boy market.



Go on Bart my son, jump off that plank thing and take the pole with you

WARP RATING

As The Simpsons is one of the greatest cartoons ever, you'd probably expect me to give this a ridiculously high mark. Well, I'm not going to. It's a good game, but there is far too much competition around for it to be a success.



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THE GUYVER Data 6: Terminal Battle - The Fall Of Chronos Japan

With each release becoming more and more popular (Data 4 reaching number one in the chart), Data 6 blasts its way through to the shelves on September 12.

More mayhem and fighting ensue as Guyver 1 still battles to save his girlfriend and her brother from the evil grip of Chronos and Commander Gyou. Meanwhile, Guyver 111's identity is revealed as he begins his plan to destroy Chronos and Gyou in one fell swoop.

Cert: PG

Price: £5.99

Out: September 12



Manga seems to be taking over the nation's video stores, so let's take a look at the latest releases, among them, Guyver No. 6 and a tale of the elderly

漫
MANGA

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TOKYO BABYLON - Part 2

CContinuing, strangely enough, where Part 1 ended, Tokyo Babylon 2 brings the story bang up to date.

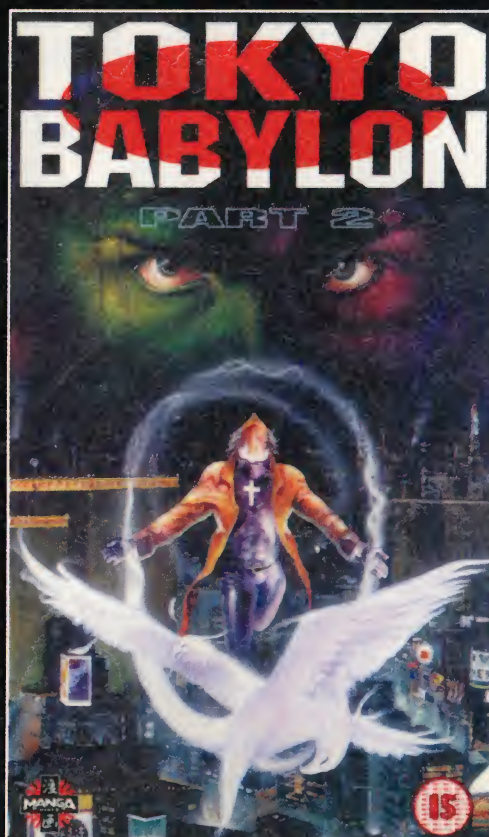
Beginning with a brutal killing in the subways of Tokyo, you realise instantly that this is certainly no Top Cat.

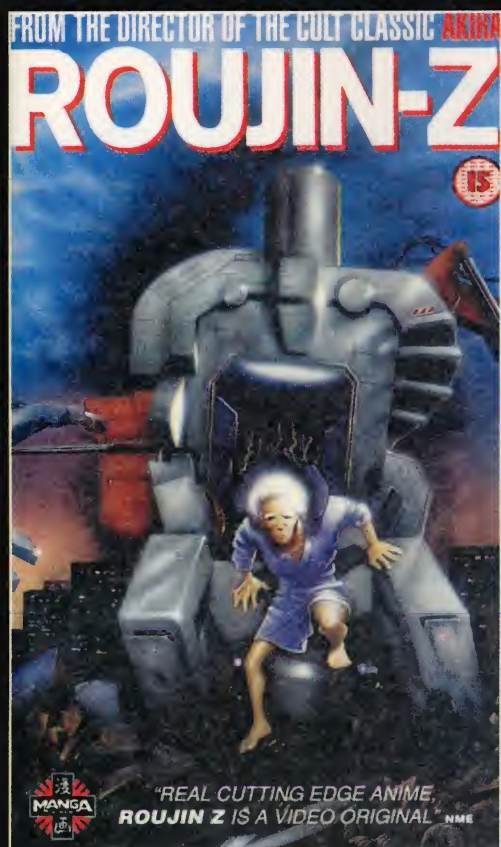
The killer's identity is revealed by the psychic Mirei Hidaka, and as the police continue their hunt, they realise that they're after a psychotic serial killer. Mirei's surrogate mother is the next victim of this madman and this is where things really kick into gear!

Cert: 15

Price: £10.99

Out: September 12





ROUJIN Z

The waiting will be well and truly over when this amusing look at elderly care in the future is released on September 12. The creator of Akira, Otomo Katsuhiro, has really gone to town on this project.

The problem has already begun. Modern day Japan boasts the longest life span of any race on the planet, and in the future, an expected 24% of Japan's population will be over 65. To combat this, the Ministry of Public Welfare introduce their latest prototype: The Z Project.

This machine is designed to take care of the elderly person from day to day, including cooking, feeding and exercising. In fact the machine does everything the old person requires.

The lucky oldie to take part in the trial is the rather frail looking Mr Takazawa. His young nurse, Haruko, is stunned when Takazawa sends a frantic message for help through the computer network.

From here on in, the movie becomes furiously paced as Haruko sets out to rescue the old man from the clutches of the hideous inhuman machine. As if this wasn't enough, the machine also runs amok as its true horrifying purpose is revealed.

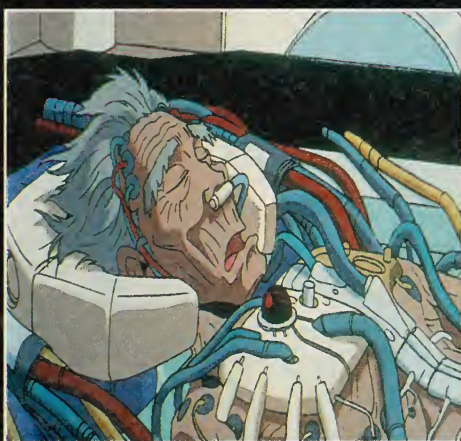
This is a superb and often hilarious glimpse into the future of elderly care. Personally I'd rather settle for life in a retirement city than depend on a computer which does everything for you.

Roujin Z may not be as intense as Akira, but it's equally as entertaining.

Cert: 15

Price: £12.99

Out: September 12



ZEGUY

A trip back into fantasy land for Manga with this surprising tale of bravery in a place more dangerous than Rob Smith's trousers (eek).

Unsurprisingly, this story begins in modern-day Japan, where two students, Miki and Sayaka, lead the uneventful everyday lives of two normal Japanese schoolgirls.

However, when the school bus has an accident, the two girls find themselves transported to the Empire of the Clouds where the evil Himiko and her conspirators are attempting to open the Gateway of the Wind.

If they succeed, the power of the mighty God, Zeguy, can then be used to wreak havoc on an unsuspecting world.

Sayaka is immediately captured and imprisoned, but the more fortunate Miki is rescued by the Guardians of the Gateway.

Assisting in the fight to protect Zeguy's power against evil, and attempting the rescue of her friend, the whole reason for Miki's presence is eventually revealed.

Zeguy may sound like a bloodfest, but it is really no more bloodthirsty than Scooby-Doo or Wacky Races.

Once again there is definitely the potential for a younger audience, and at £8.99 there are a lot worse things you could spend your money on. Just remember, this is still no Disney movie and you'll be okay!

Cert: PG

Price: £8.99

Out: September 12



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COMPETITION

Protect your Game Boy from the rigours of the Costa del Sol by entering our competition to win one of ten Beach Boys

Thinking of a holiday to the Canary Islands, Barbados or a day trip to Blackpool? Whatever you do, be sure to take the latest in Game Boy fashion, the Beach Boy, with you. Developed by Stickleback Designs, the Beach Boy will instantly protect your Game Boy from sand and water. Even if you're not planning a holiday you can still protect your hand held friend from a range of everyday situations ie RAIN.

If you haven't yet checked these little beauties out, Stickleback Designs have given us ten of their Beach Boys to give away to lucky readers!

All you have to do to stand a chance of winning one of these fabulous giveaway items is to have a stab at the three extremely easy questions below. Fill in the coupon with your name, address and the answers, put it in an envelope and send it to the appropriate location.

Hey! What could be simpler?

ALL WASHED UP



QUESTIONS

1. Which rather famous band from the sixties bears a slight resemblance to the name Beach Boy?

- a) The Beatles
- b) Beach Boys
- c) The Rolling Stones

2. From what does the Beach Boy protect your Game Boy?

- a) Chips and gravy
- b) Water and sand
- c) All of the above

3. Who developed the Beach Boy?

- a) Stickleback Designs
- b) GB Action
- c) Sharp Enterprises

COMPO COUPON

ANSWERS

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Answers to be in by 20 NOVEMBER 1994.

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WRITE HERE WRITE NOW

An ever bulging sack of mail floods the office, and here's the pick of the comments. Shows what we left out must have been like! Keep 'em coming and we'll print the best

What A Player

Dear GB Action,

I thought I'd write and let you know my claim to fame: I've completed Wario Land with all the treasure, 19 lives, 93474 coins and a lot of flukey luck (and a little help from your guides and the Nintendo hotline page in issue 25).

I'd like to know if I'm the only person to have done this.

Pete Trainor, Yeovil

*Sure are, Pete, the only person in the entire world.**

Compo Query

Dear GB Action,

I am writing about the competitions in your magazine. I have just sent off three and put them in three different envelopes addressed to each competition title. Is it possible to put them all in one envelope? Is it the envelope or the form that is picked out? Also could you ensure that the form to be cut out is on the back of an advert and not a review. The Garfield/Speedy Gonzales competition that I entered in the August issue was on the back of a preview for Game Boy Racing.

The Test of Time section you now do is excellent. Some of the cheaper games seem a bargain, but may be a waste of money. I always turn first to the letters page because I really enjoy reading other peoples' opinions and queries.

A few months ago you published a letter from me as the star letter. It came as a shock to see my letter and name published, but I gained great satisfaction from knowing that other people (a great many other

people) would be reading and agreeing, or reading and thinking 'what a wally'.

Don't just sit there moaning about what you don't like, get writing. A magazine will only sell if it is constantly giving the customers what they want. Make sure GB Action keeps up to scratch!

Mrs. L. Llewellyn, Prestatyn

I'm sure that there's no problem with sending multiple compo entries in one envelope. It is the forms that are drawn, since the answers have to be checked to see if they're right!

And the letters page is your forum for discussing things of concern or of interest to Game Boy owners. This is why we like to see opinions and ideas, and leave the endless questions to the Doc.

Something Different?

Dear GB Action,

I have some suggestions and ideas for your mag. Perhaps now and again you could put in free posters of Game Boy games eg. Cool Spot, Ren and Stimpy, Wario Land, Kirby and Lawnmower Man.

You could also do some more of those drawing compos to win a free Game Boy game too.

I think (this isn't an idea for your mag) that it would be a good idea if there was a Scooby Doo Game Boy game. It would be an adventure/platform like Dr. Franken and Garfield and a bit of Looney Tunes. You could select a member of the gang (Scooby, Scrappy, Shaggy and the others) and you could use Scrappy to get into small areas. There could also be a level where there's a

car chase and you could be in that van.

Now a couple of questions:

1. Could you tell me where the Power Bracelet is on Zelda?

2. On the second screen of the Bottle Grotto could you tell me how to defeat the insect thingy?

3. Do you know any Game Genie codes for Zelda?

4. When Yogi's Gold Rush comes out will it be in the 'Must Buys' section?

5. In Police Academy 7: Mission To Moscow, the actual Game Boy was in colour on a new cart. Is this possible or is it a careless mistake in the film?

6. Will there be any decent Ren and Stimpy games?

PS In the Buyers Guide you say, 'only the best get a mention here'. So, why on earth do Home Alone 1 and 2, Double Dragon 1,2 and 3 and WWF Superstars 1, 2 and 3 get a mention?

Andrew (just call me 'Andy') Watson, Blackpool

Well then 'Andy', we had posters in the form of the calendar for several months. After December, they may make a reappearance. Is this what the rest of you want to see?

WRITE HERE WRITE NOW

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

Hmm, I can't recall a Scooby Doo licence, but you never know, someone may just pick up the idea.

As for your questions, I concede this once to answer them, but we want your ideas and opinions for these pages.

1. Top left room in the Bottle Grotto, after you've pushed the blocks together in the last room of the first section of this level. Sprinkle dust in the lanterns to kill the ghosts.

2. You don't, unless you get the boomerang which is only available for level 8. But you don't need to kill it. Sprinkle powder in the pots to open the door.

3. FOA 999 4C1 - infinite energy and FAF BBA 4C1 + FAF B2A 4C1 - infinite money.

4. Definitely.

5. Haven't seen the film so I'm not too sure. Sounds like a mistake.

6. Doubt it.

Cheats Works

Dear GB Action,

In issue 30 there was a cheat for Wario Land. I have tried it and it's a good cheat. But then I tried shortening it. In the end I entered Select 16 times and it works. Great mag!!

Chris Jolliffe, Cottingham

Well, thanks for sharing that with us Chris. We need you lot to keep sending in your tips and cheats and sharing your fine game playing talents with the rest of us. So keep 'em coming. Til next month - see ya!

*Not.



It's Your Choice

Dear GB Action,

I'm sorry, but I cannot understand how some of your readers ever got past playschool. Very often I see a letter from someone saying, 'in a rival magazine I saw a review for Game X and they gave it a different rating/score to you. Who should I believe?'

Surely this is one of the most pointless questions to ask a magazine. As if you are going to say any other than your own mag.

The other sort of letter I hate is: 'You said Game X was really good and it was the best game of the month. Well I went out and bought it immediately and I thought it was crap!'

Have these readers never heard of personal preference? Just because you thought it was the best thing since sliced bread, it does not mean that everyone else will. On my small budget (£2 every two weeks) I only buy GB Action, so I go on your opinions.

I think the idiots who write these let-

ters just do it to see their name in print.

Finally, I think it is a good idea for the BBFC to give games certificates, providing they don't declare open season and we start getting games like Space Invaders being given a 15 certificate because of the violence, or Ms Pac Man (excellent game) getting an 18 because of the graphic cannibalism scenes.

I have been playing computer games since I was seven. Now I'm 13 (nearly 14) and I still enjoy playing on my Mega Drive, Game Boy and Commodore 64. Keep up the good work and give yourselves a well-earned pat on the back.

Lizzy Korbey, Brockenhurst

Thanks for this, Lizzy. We at GB Action pride ourselves on giving the most accurate views on all the latest releases. Since we deal exclusively with the Game Boy, we can't be blinkered by views of a game on another format. As such, we think that the reviews are all fairly accurate, and we're sure that most of our readers agree.

The Great Super Game Boy Debate

This new piece of hardware from Nintendo has caused quite a stir. We asked for your thoughts on the matter and here are just a couple, along with a few points to clear up any confusion.

Dear GB Action,

I was very interested in the SGB until I saw the particularly grim screenshots of the non-compatible games.

Then I had a brilliant idea. What if you switched the TV to black and white for the older games. Would that work? Would it be like having an enormous magnifier for your Game Boy? Can you please let me know because I haven't got one yet?

Claire Carder, Eastbourne

Firstly, do you have a SNES? I can't stress enough that you need a SNES to use the SGB. It's not like having a straight adap-

tor to play the games on the TV screen.

But there should be no problems with playing some of the older games in black and white. But doesn't that defeat the object of the SGB somewhat?

Dear GB Action,

I just thought that I would drop you a line about the colour Game Boy [it's NOT a colour Game Boy - Rob]. The line is that I will be one of the owners of it as soon as I can get the money together to buy that and the SNES. Could you possibly answer me just one question? Do you know what the next games for the SGB will be, and when will they come on sale?

Craig McKenzie, Farnham

Good for you, Craig. In the coming months many games will be SGB compatible so we'll let you know in the reviews. At the moment, Donkey Kong '94 is probably the best. And then there's MK2, of course.

Dear GB Action,

I'm writing to tell you my views on the Super Game Boy. Well, it's an excellent idea and I think it will do well. I'm going to buy one because:

- a. it will have bigger graphics
- b. your mates can watch you play it
- c. hear that stereo sound
- d. it'll make me play Game Boy games at home.

I've wanted one of these ever since I saw one at a show (with the Game Boy being connected to a TV set). I have 20+ games and I'm going to try out every blessed one!

And a big high to everyone at GB Action. Justin Cherriman, High Wycombe

Yeah, hi Justin. Fair comments but have you got a SNES?

Curiously, not one of the responses has cited any cost considerations in their decision to buy the SGB. Why? Is everybody out there as rich as we think?

ASK DOCTOR ROBERT

**WRITE HERE
WRITE NOW**

**GB Action,
Europa House,
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The Doc's been up to his eyeballs in questions, queries and conundrums this month. Are you one of the fortunate few to be sorted out?

Wario woe

On my Super Wario game I have a problem. On the instruction it says you have to do all the zones. On my game I completed it without having completed Sherbert Land. How? Henry de Remy-Martin, London

Your instruction book lied. There are six different endings on Wario Land. To get the biggest castle you must collect all the treasures, which means going to Sherbert Land. But you don't have to. Wario can just live in a bird coop instead.

Empire's back

About your letter from the poor soul stuck on ESB (issue 29). I had the same problem because what your guide didn't say was that there are two swinging ropes, not one as the guide implies.

What you have to do after the first rope is keep going up and right, up and right until you meet the grasshopper. Kill him with your large pistol and keep going up and right until you reach the second rope. Swing, then go up and right again. A large leap will then take you to Yoda.

Another letter implied a reader got to level 107 on Centipede. I got to level 178 but then gave up as it seemed to be going nowhere. Then I swapped it.

Dean Young, Bury

Yeah, thanks Dean. Smart Alec.

Grotto nightmare

Hep me with Zelda please! I don't know how to get the nightmare key in dungeon two although I know where it is.

Radha Singh, Middlesbrough

Apologies to regular readers but this is still causing problems. You have to kill the three

monsters in the room in the following order: rabbit, bat, monk. Simple as that.

Wario again

I can beat the Genie at the end of Syrup Castle but cannot get treasure B. Can you please tell me how to do it? Jonathan Sedar, Burbage

Using the guide in issue 29, the key is located in the second block of section D, level 9. Now go back to the cracked block in the middle of the top platform (still section D), smash it and there's a hidden door. Treasure B is in there.

Needing the force

I'm a 48 year old male, tearing out my already thinning hair. My problem is how the heck do you get R2D2 to show you the map? I reach the control room, the message flashes up 'we have found the computer terminal. R2D2 should be able to infiltrate the entire network of the Death Star' etc. Then I'm out of the door again. How do I get the map?

Also, where the heck is Han? It states in the instruction booklet that he is somewhere on Tatooine but I can't find him.

Robert Gee, Sandal

It seems that you've been misled because there isn't a map. Unfortunately you just have to muddle your way through the massive level of the Death Star without any map for guidance.

As for Han, he is on Tatooine. He's in Mos Eisley, in the Cantina. Hope that sees you right Robert.

Dr. Frankenzelda

How do you get the last piece of Bitsy's picture (Egypt)?

Also in Zelda how do you defeat the monsters which have taken Madame Meow-Meow's dog?

Jo Thorn, Chatham

There are two bits of picture. One on floor one in the top left hand room and the other is on floor three where you need to get the hammer to knock the wall through to get the room which seems to appear near on the top row, left hand side!

For the Zelda problem, the four guards can just be hacked to death. For the big one. Stand near the wall and dodge his arrows, then nip out of the way when he charges. He'll sit stunned for a second which gives you the chance to whack him. You need to do this about five times before he gives up and dies.

Many questions

1. What's the best platform game for the Game Boy?
 2. What's the worst?
 3. What's the worst RPG?
 4. Did you know I've finished Bart/Camp Deadly, McDonaldland, World Cup, Mario Land and Kirby's Dream Land?
 5. Did you know that it only took a week to finish Bart's. Not bad eh?
 6. Are Nintendo ever going to make any other handhelds?
- Deborah Graham, Leeds

1. Yogi Bear, probably.
2. Too many to list although the Home Alones are pretty dire.
3. Pass.
4. No I didn't. That's interesting, hmm.
5. Reeaaally. Well I never.
6. Very unlikely but you never know with these major corporations.

Odd dads

Why does my dad like playing Tetris and is not interested in any other game? Nicholas Venables, Egham

Well, I bet Terry likes a game of Tetris as a break and a relax from the rigours of managing the England football team. After a hard day trying to get Gazza to behave I can't say I really blame him.



Wario Land

Nintendo

This game does the Game Boy proud! The graphics are stunning and the music and FX are brilliant!! You walk across Wario Kitchen Island looking for gold coins and treasure so you can buy yourself a castle and win Princess Toadstool's attention back from Mario. In order to do this you must beat all the Kitchen Island pirates who live there. Perhaps a bit easy for the more demanding Game Boy player, but otherwise an absolutely wicked game – and you get to play the baddie!! Worth every penny you pay for it!!

Pete Trainor, Yeovil

93%

Hook

Ocean

This is certainly one of the better platform romps available on the 'Boy', and in my mind it is among the best. The gameplay is nice and simple to suss, and there are some good tunes also. As for the graphics, well they must be some of the most detailed and smoothest around. There are various different styles of play involved in this game, including platform, flying and swimming.

There is really only one slight downside, and that is the fact that there are only around six different types of scenery in the loads and loads of levels. However, each level is bigger, harder and more complex than the last, and even with infinite continues, it's hard.

Mark Wills, Torquay, Devon

88%

Star Wars

UBI Soft

Based on the classic film, this cart oozes playability. You start your quest in a sand piper car searching the Tatooine desert for the other members of the crew of the Millennium Falcon, scattered about the desert. In the caves are extra lives and shields needed for the Falcon when in flight.

The last member to be found is Han Solo, who is having a beer in the Cantina. There the desert hunt ends, and a kind of platform "shoot 'em up" bit begins. You have to search various corridors (some of them guarded) trying to find your way to the Falcon. You also have to rescue Princess Leia along the way and destroy the enemy's computer, just like the film. On discovering the Falcon, a flight simmy bit begins, your job being to destroy the Death Star.

On the downside, with the game being so big, you sometimes wonder if you're going the right way as no maps are available. On completing the game you are left with an "I want more" feeling which, I suppose, was the reason for The Empire Strikes Back. Buy this for a lasting challenge.

91%

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

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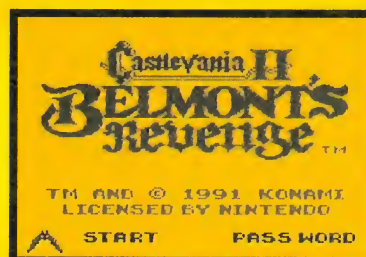
Castlevania 2

Konami

This is one of the best games I have played on the Game Boy. Graphically, it's a dream come true, and the sound is excellent too! The idea is to beat the four baddies that hide away in the castles until you come to Dracula's main abode. It's a fairly hard adventure, much harder than its predecessor, and a save option is included. A must buy for any budding Game Boy player.

Shane Storey, Ireland

91%



Splitz

Imagineer

Mind benderly, hair pullingly, nail bitingly, smashed furniturily, infuriating puzzle game. This is without doubt the most frustratingly addictive puzzle game that I have ever played. Having played Tetris until it hurt, I was looking for something new. So, armed with the GB Action review, I set out to buy Splitz.

What a game it is! The graphics are excellent, and feature some of the best caricatures that you will ever see. The title music and sound effects are all good and suit the game well. The best thing about it though is the gameplay – it's amazing. Just when you think that you never want to play again, you are dragged back one more time. I've got to level eight and there are still more to go. It's lasted me eight months and I'm still playing it. Excellent!

Richard Naylor, Harrogate

94%

Mortal Kombat

Acclaim

Fast, furious and fun. But hey, enough of me. Nowadays, choosing the right Game Boy game is essential, as they are so expensive. You either have to mortgage your house or rob a bank to get enough cash to buy one. I decided to buy Mortal Kombat... (What an Idiot).

The words slow, tedious and repetitive spring to mind. But hey, enough of Rob Smith. (Sorry, couldn't resist it!). As soon as I saw the small green screen (I sneezed all over my Game Boy!) I noticed that the graphics were top notch. This was the only part of the game that was any good. The sound – well just imagine Patrick Moore (ask your dad) downing 11 triple strength lagers and trying to play the xylophone. Well, that's what the sound is like!

The plot goes something like this. There's this tournament... well, if you haven't heard of it by now, where have you been? A Kylie Minogue concert? It sold well due to a clever marketing ploy, better known as "Mortal Monday". Why didn't they call it "Get your head kicked and smashed to a pulp every Tuesday?" Many of you will disagree with my opinion, but I feel it was a waste of a terrific licence.

Let's hope Mortal Kombat 2 is better. It can't be any worse!!

Neil Hassall, Stone, Staffs

57%

F1 Race

Nintendo

Okay, let me get this straight – the graphics and animation of the car in this old racer are pretty darn rubbish. But that is the only bad thing about it really. The scrolling is terrific, and I found myself swaying about when turning corners – it's that realistic! The game packs a real challenge with nine different tracks to race, and an additional five new tracks in four player mode. That's a total of 14.

After you've finished in one player mode, get some mates round and take them on in a four-way battle! Unfortunately you all have to have a copy of it to play! A bit of a scam really! Overall, great scrolling graphics, great long term play, and smart tunes. Daniel Radclyffe, Ealing.

90%



BUYERS GUIDE

The GB Buyers Guide is the definitive guide of what's hot and what's not in the world of the Game Boy. This is where the truth is found!

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

Aladdin

Virgin

Tales from the Arabian Nights come to the small screen with Virgin's tie-in of the Disney classic. And what a fin job they did of it too. Okay so it's a basic platformer but the presentation is superb and there's enough gameplay to keep the interest going for a while. 87%

Alien vs. Predator

Activision

Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

Asterix

Infogrames



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a jull-on ood fight? With lots and lots of challenging layers, it certainly takes some beating. 86%

Batman: Animated Series

Konami

The Dark Knight at his darkest. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. Dark and moody graphics add to the Gothic feel. This is a top challenge and a must for fans of the series. 89%

Batman

Sunsoft

A platform-cum-shoot'em-up, Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping challenge! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity in a desperate search for your missing instruments. Brilliant music and graphics and a rock solid platform romp inrock 'n' roll land make this a worthy addition to any collection. 90%

Blues Brothers 2

Titus

This time the guys are involved in Jukebox Adventures. More platform jumping and record collecting. That's all. 91%(!)

Bomb Jack

Infogrames

A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

Bram Stoker's Dracula

Sony / Psygnosis

Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

Castlevania 2

Konami

A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

Castellan

Storm

A challenging game that'll stretch your memory and reflexes as you work through seven different towers. The time limit leaves no room for error and it can get annoying at times. 65%

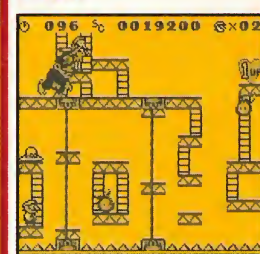
Dennis

Ocean

Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

Donkey Kong '94

Nintendo



The 90's version of the early 80's classic does the original proud with all the elements of gameplay and addictive qualities. Mario once again proves a winner as Nintendo continue to produce the goods. Fun, challenging, puzzling, addictive. What more do you want? Verging on the 'Must Buys'. 91%

Dragon's Lair

Elite

Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a challenge. 88%

Duck Tales

Capcom

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Duck Tales 2

Capcom

A terrific sequel to the top quality first instalment. A globe trotting Scrooge McDuck has to overcome all manner of cunning devices on the way to another mountain of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

Edd the Duck

Laserbeam

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover. Sheer speed rather than skill carries him over some levels. A bit too much like Taz-Mania really. 77%

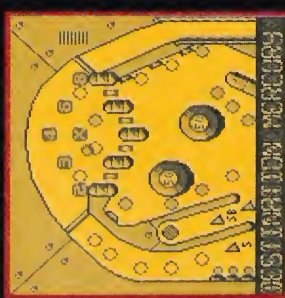
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Pinball Dreams

Gameltek

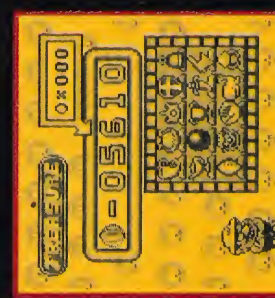
Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to its name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



Wario Land

Nintendo

It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%



Felix the Cat
Hudsonsoft

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

The Fidgetts
Elite

A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughest quite bearable. 91%

Fire Fighter
iMindscape

Quite a nice little attempt at moving away from the traditional platform environment. You play fire fighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

The Flintstones
Taito

Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

Tom and Jerry: Frantic Antics
High Tech Expressions

Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2
Toy Headquarters

Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! Don't buy it, not even for a tenner. 35%

Hook
Ocean

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade
Ubisoft

The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

Joe and Mac
Elite

A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

Kirby's Dream Land
Nintendo



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Kid Dracula
Konami

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. A small grip, but Kid is remarkably playable. 84%

Jungle Book
Virgin



An excellent movie licence, whatever next? Yes it's a platform game but lo and behold we all liked it. Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. Thankfully. 90%

Last Action Hero
Sony Imagesoft

Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but this certainly isn't the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

Looney Tunes
Sunsoft

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. Still, there are plenty worse. 90%

Max
Infogrames

A very barren, very, very short platformer that's forgettable. Max is a cute character but this can't rescue the failing, sluggish and poor gameplay. Not really recommended. 60%

McDonaldland
Ocean

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. And exactly the same as Spot The Cool Adventure. Not to be confused with Cool Spot! 80%

Mega Man I, II, III & IV
Capcom

Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars
Ocean

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2
Activision

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up
Infogrames

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Prince Of Persia
Mindscape

Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

Pugsley's Scavenger Hunt
Ocean

Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Rodland
Storm/Sales Curve

Simply executed and mindless meanie bopping is pleasantly-

tertaining with a strange charm ikeningly cute game. Very reoetitive but nevertheless well worth a play about on. 79%.

Speedy Gonzales
Sunsoft

Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Super Hunchback
Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Spider-Man 1, 2 & 3
Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

Spiderman & The X-Men
Acclaim

A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Poor gameplay and graphics really let this one down. 57%

Super James Pond
Ocean

Make it a meatier challenge and this may well have been a straightforward winner. As it is

Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases Es

Lemmings
Of EARN

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night and use up all your spare battery collection. Puzzle players will find a lasting challenge to fall in love with and marry. 95%

Monster Max
Titus

Utilising a genre rarely investigated on the Game Boy, Titus unleashed one of the most refreshing carts ever to appear on the beloved small screen. The stunning isometric view coupled with the graphics and the simple gameplay mean that Monster Max sets a new standard for others to follow. A killer game with level after level of 3D fun. A complete success in every department. 94%



The Lawnmower Man.
Storm

Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every game you can think of. Lawnmower Man puts in an early challenge for game of the year. 91%



it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also more than a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

Star Wars

Ubisoft

Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

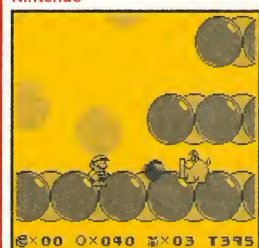
Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Taz-Mania

THQ

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. Should be better if you can get past the level three boss! It is a bit too like Edd the Duck though. 76%

Tiny Toon Adventures

Konami

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Tiny Toons 2

Konami

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

Titus the Fox

Titus

Graphically this is extremely detailed but there's just not enough bite on offer here. Gameplay ambles slowly along and each background tends to resemble the next. Crazy platform action with a cute fox thrown in. 67%

Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves. Jean Claude Van Damme it's good. 80%

Zool

Gremlin Graphics

The Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. Fine conversion to the the handheld. 92%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An office fave, nearly. 91%

Double Dragon

1, 2 & 3

Acclaim

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean

Action is go, go, go and the game does get better and more involving the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

Mortal Kombat

Acclaim

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

Mortal Kombat 2

Acclaim



Eagerly awaited and not disappointing, MK2 is probably as good as a beat 'em up will get on the Game Boy. All the moves are here and most of the characters with clear, surprisingly well defined graphics. Easier to execute finishing moves add to the effect. Will sell by the truck load. 88%

Pit-Fighter

THQ

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring, boring. Get the message? 33%

Raging Fighter

Konami

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

WWF Superstars 1, 2 & 3

Acclaim

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

SHOOT'EM-UPS

Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun totting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 65%

Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine

as you shoot through obstacles and loads of nuclear armed enemies. Straightforward really excellent presentation. 65%

Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. Fast-paced and trigger happy action right from the off and quite tough to get your teeth into. Top Stuff. 90%

Pang

Hudsonsoft

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles. Only the sharpest shooters will survive in this gentle shooty game which holds plenty lasting charm. 74%

Probotector

Konami

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

Parodius

Konami



The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish play. Not here. Belly dancers and piggies provide exciting cannon fodder. 90%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Alfred Chicken

Mindscape

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: Championship Karate

Lortiel

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

The Legend Of Zelda

Nintendo

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. From its continued presence in the charts, Zelda has proved to be probably the most popular Game Boy game ever. 96%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's momochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

StarHawk

Accolade

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

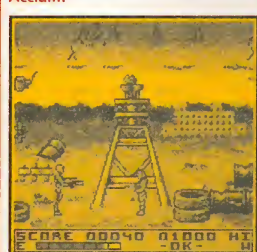
Star Trek

Ultra Games

A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

Total Carnage

Malibu Games

Throwing political correctness aside, Total Carnage is a complete, unadulterated blast. The graphics are poor, sound limited and gameplay nothing special. But if you want to kill mutant aliens in their droves, there's nothing better. 78%

DRIVING GAMES

Days of Thunder

Mindscape

Takes after the naff film. Not really fast enough to satisfy racing pros and even fewer thrills and spills to tempt you to come back. I'll say this for it, the car drives nice and smoothly and it's pretty hard. All-in-all though, it's just too bland to get a remotely decent mark. 41%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F1 Pole Position

Ubisoft

Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. And you can play with your chums too! It's pretty smart. 88%

Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

Race Drivin'

THQ

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. After all the hype and the advertising, and the good versions on other machines this was a little too disappointing. 53%

Super RC Pro Am

Nintendo



Slick, fast and playable, loads of tracks and the four player link option offers the greatest multi player fun on the 'Boy. Car upgrades, weapons and tough competitors are all included. The sort of game of game you'll pick up for a quick game and play all day. 89%

SPORTS

All-Star Challenge 2

Acclaim

This is basketball on half a court with side on and facing basket views. Tons of options and top quality graphics don't really create as much sweaty, pulsating action feel as you'd like and its appeal is limited. 74%

Bases Loaded

Jaleco

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

Championship Pool

Mindscape

Realism, playability and attention to detail add up to make this a quite competent pool sim. The small graphics can be a bit of a strain on the eyes but the bevy of options and sub games should keep you coming back for more. And it's pretty good value to boot. 88%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. Future releases may just push this effort back a bit, but it's still decent. 90%

Hit The Ice

Taito

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Emphasis is quite squarely on the violent aspect of

the game. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. Or just head straight for the 19th. 80%

Jimmy Connors Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around, more of a one-on-one, but not too bad. 73%

Konami Golf

Konami

A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the best golf sims. 81%

Mario Golf

Nintendo

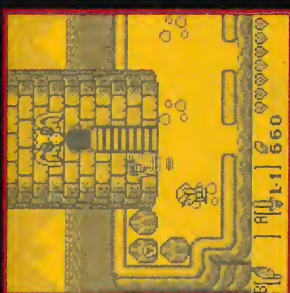
With everything you could possibly need for a few rounds and a battery back up to boot, this is a near perfect sim for the budding enthusiasts with plenty of different holes to negotiate. Fore. 80%

Riddick Bowe Boxing

Extreme

Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, including Riddick himself, take him through some rigorous training and then take to the ring. It's a little surprising how realistic it all is. Good stuff. 82%

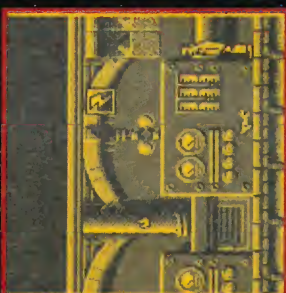
Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases Essential



Dr Franken

Elite

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



The Empire Strikes Back

Ubisoft

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaption that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%



Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order, which is what you do in pool, sort of, but not quite like this. As such the appeal soon wanes. 63%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic although there could be a bit of eye strain if you're not careful. 91%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's

going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Top Ranking Tennis

Nintendo

The top tennis sim for quite some time and still more than decent. The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast and groovy with it. Pretty smart stuff! 90%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

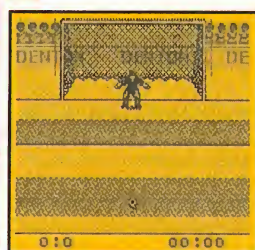
World Cup USA '94

US Gold

The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. USA '94 is far more involved than any other footie game 92%

World Cup Striker

Elite



A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation

with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

Activision

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

Action revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Pretty average indeed. 67%

PUZZLERS

Boxxle 1 & 2

FCI

You shift around a load of boxes to their correct position as indicated by a marker. Sounds naff but it isn't. Two brain teasers make a change from more run-of-the-mill offerings. 80%

Brain Bender

Gremlin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

Dr. Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all-in-all considering the cool Dr. Mario connection thrown in. 42%

Garfield

Kemco

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Othello

Nintendo

It's just the classic board game. The GB opponents are quite mean but there's a two player option. Simple graphics and that's it. 84%

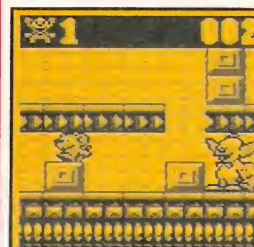
Kirby's Pinball

Nintendo

Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of little mini-games (the greedy thing). Luck matters a fair bit and games can take hours to play when you develop a bit of skill but all-in-all it's pretty and it's fantastic. 89%

Krusty's Fun House

Acclaim



Bart's all time fave TV show trips onto the green screen with class. A platform puzzler with little to do with the Simpsons but everything to do with infuriatingly addictive gameplay. The 60 plus levels will take ages to battl ethrough. Passwords help you keep going in this very good package. 92%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

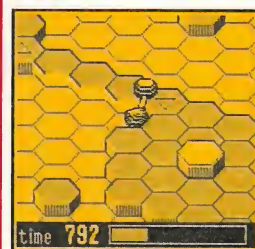
Marble Madness

Mindscape

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny passages to negotiate. 62%

Lucle

Vic Tokai



A very, very strange idea and an even stranger game. Explore a planets surface in your twin pod surface crawler. A bold idea which has been neatly made but it's a little bland. 77% Conversely, it's an infuriatingly challenging puzzle game to test the wits and skills of the best.

New Chessmaster

Hi Tech Expressions

Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! If you can get hold of a copy, it's not the sort of game you'll want rid of in a hurry, if you're into chess! 85%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable, to some extent, a bit! 83%

Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

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Race Days

Gametek

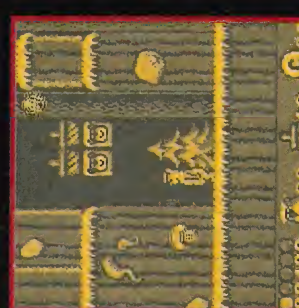
Two great driving games on one top value cart. Race Days is an absolute definite for the 'Must Buys' section. 4 Wheel Drive offers a rallying experience on the rough tracks of teh American west and Dirty Racin' a more cartoon style race around a number of different tracks in teh Micro Machines mould. Buy it! 94%



Yogi Bear

Empire/Gametek

The 'smarter-than-the-average' bear takes to the Game Boy screen in hugely impressive style. While the Yogi sprite is nothing stunning, the sheer quality of the gameplay and the challenge offered over the six huge levels make this an essential addition to every-one's game collection. Wario, pah, buy Yogi, it's ace. 93%



Tesserae

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesserae could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way matel Tetristastic. 95%

The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

Itchy and Scratchy

Acclaim



The cat and mouse double act who break the mould of traditional cartoons star in this intriguing puzzler. In much the same mould as Krusty's, the Miniature Golf Madness provides loads of opportunities for mindless violence between the two protagonists. Good fun and challenging. 86%

ROLE PLAY

Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game which draws you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and send you on missions. A bit educational too. 87%

Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that'll last an age. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan. Not easy to get into at first, but worth the effort. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

MISCELLANEOUS

Alien Olympics

Ocean

A sport sim with a difference. It has all the elements of your average athletics/olympic championship but with a huge difference. You use an alien in the event of a lifetime. Weird and challenging in the extreme this offers plenty of varied gameplay in the different events with some really cute graphics. 82%

Altered Space

Sony

The original isometric view cart for the GB. Only ever available on import sadly. It certainly has all the elements of a classic but the recent Monster Max arrival has surpassed this fine effort in every department. But only just. 84%

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

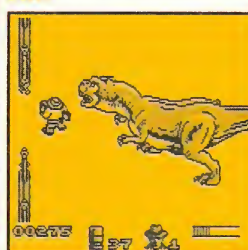
Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

Jurassic Park

Ocean



A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but it's not classic. Fans of the film should take a look. 85%

Dynablaster

Hudson Soft/Nintendo

An absolute classic of a game. It's simple and infuriatingly addictive. There are years of gameplay to be had in both the one player game and then in the two player option. The concept is original and the execution superb. A bit of a must buy, really. A whopping 97%

4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

Paperboy 1 & 2

Mindscape

Dated, slow and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs and grumpy neighbours. How thrilling! 56%

Personal Organizer

Infogenius/Gametek

Get your life sorted with this battery powered filofax for your Game Boy. Appointments, phone numbers and addresses can all be stored for easy reference. If you want to get your life sorted, this might help. 79%

Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. While you may take a while to get totally involved, once the world starts taking shape it's very difficult to put down. The original ego trip game. Engrossing. 91%

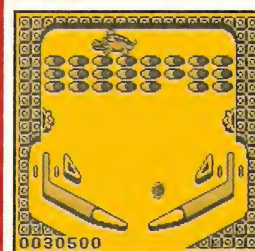
Rampart

Mindscape

Build or die in a medieval heaven involving power, battles and bricks. It's tough and frantic as you rebuild walls within a time limit and prepare for much rougher onslaughts. Graphics suffice, as do the sounds but they add up to make the complete package a quite appealing and original little game. 83%

Revenge of the 'Gator

Nintendo



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but then again the gameplay is easily good enough to ignore that. 87%

Spell Checker

Infogenius/Gametek

It's a, erm, portable spell checker, ideal for the busy traveller. Holds plenty of words and there's a calculator thrown in too. Useful, but beware of Americanisms. 71%

BACK ISSUES

GAME BOY EXCITEMENT
GB ACTION

ALDON
DONKEY KONG SR.
BLES BROTHERS 2

WIN
MAME
WOODS

MORTAL KOMBAT

For back issues, call the number on the right, quoting the correct reference number.

Telephone Database Direct to confirm availability on: 051 3571275 quoting the appropriate number(s).

May 25 - 4125

June 26 - 4126

July 27 - 4127

Aug 28 - 4128

Sept 29 - 4129

Oct 30 - 4130 (£2 each)

Then write, enclosing cheque or postal order to **Database Direct, PO Box 2, Ellesmere Port L65 3EA.**

Credit card payment is an option as well.

Free Classified

SALES & SWAPS

Will sell or swap Lemmings. I will sell for £19 or swap Lemmings. I will sell for £19 or swap for the following:- Star Wars, Pinball Dreams or Zelda. Game is boxed with instructions, write to:- Mr Chris Hindley, 78 Wepre Park, Connah's Quay, Deeside, Clwyd, North Wales, CH5 4HN.

I have Spiderman 2, McDonaldland, Pit Fighter and Mr Chin's Paradise. All four have instructions will sell them at £5 each or £15 for all four. Phone 0895 677459. Ask for Alan.

NES for sale with 10 games, including, Kick Off, Mega Man 2, Zelda, Shadow Warriors, Duck Hunt and Top Gun-second mission. Plus two controllers and a zapper gun. All for £100 ono. Tel. 0279 425 415.

For sale. Mr Do, Castellan, Mickey's Dangerous Chase, Bugs Bunny, Humans, Q*Bert, Super Mario Land, Tennis, Power Mission, Chase HQ, Extra Bases, Pac Man, Solar Strike, Othello, Marble Madness, F1 Race, Double Dragon. £12.50 each or reasonable offers. All boxed with instructions. Call Liz on 0763 271292.

Buy my Lagon (Snes) for £20 and get Might and Magic 2 for free! That's £10 each). You must buy both games also buy Wario for £25, both games also buy Wario £25 and get Spiderman 3 for free. (Same rules apply). If interested telephone Tim on 0372 274041.

4 Game Boy games, Super Hunchback £8. Mario 2 £11. Motorcross Maniacs £7. Dynablast £6. All games with instructions but Mario 2 is missing them. Super Hunchback has original box. Also for sale, Nuby black carrycase £5. Grey holster £4. Everything in brand new condition. Call Alexis McEntyre on 0386 860963.

Game Gear games for sale, I have many to sell at bargain prices. I will sell Sonic 2 (93%), or Donald Duck, (91%) for £17 each. Ninja Gaiden, Crystal Warriors, Joe Montana Football for £15 each. Super Kick Off for £16. All are boxed with instructions. Please phone 081 8901632 any time. Ask for Alan. All games mentioned as new.

C64 for sale 2 joysticks, light gun, mouse mgazines, cassette deck. All boxed. Mint cond. Worth over £300, sell for £85. 0202 517365. You must collect from Bournemouth area.

Game Boy for sale, Wario Land, Mega Man, Light Magnifier, Speaker and Carrycase £35 ono. Will sell games separate. Tel: 0527 575460 and ask for James.

Sega Mega Drive, carry case, two controllers, seven games £120 ono. Phone 0732 352148.

Game Boy games, very cheap! Mario 2 £12, Spiderman £7, WWF £6, Double Dribble 5 on 5 £6, Tetris £3. Also Game Boy with a few lines on screen £8. All for £40. Phone 0962 712208. Ask for Tom, and don't miss out on this great bargain.

Atari STE, with Joystick mouse and games, inc Chase HW, Ghost Busters and Italia 90, plus a printer cable, all boxed with instructions books, £150 ono. Ring Vicki in Stoke on 0782 523758. After 5pm.

For Sale or swap, 6 GB games + 2 snes games. GB games include Zelda + Kirby. Snes games include Mario All Stars + SF11. Also for sale, Game Gear + 3 games + TV Tuner. Worth £220. Sell for £120. Call 0707 322418.

Handy Boy for sale, £20 ono (Boxed with instructions). Also for sale, Mario Tennis (Boxed with instructions) £15 ono. Phone Jamie on 0792 649010.

For sale: Amstrad GX4000 games console (Boxed with instructions) with Burnin' Rubber and Panza Kick Boxing games, two control pads and adaptor. Worth £140, will sell for £65 ono. Phone Jamie on 0792 649010.

Games for sale: Castlevania adventure (Boxed with instructions) £7 ono. Also for sale snooker cue as new with case and chalk £10 ono. Phone Jamie on 0792 649010.

For sale, NES and 1 game £25. Commodore 64 and lots of games and joystick £90. Sega Master System 2 not boxed, 4 games £80. Phone Craig on 0403 257 486.

GB Action issues 1,2,4,6-23,26 +28 all in

good cond. Make me an offer for the collection or separate. Phone Emma on 0793 827245. Hurry, before they go!

Game Boy games, Bubble Ghost and Bill And Ted, both boxed with instructions as new. £13 each or £22 for both. Phone Emma on 0793 827245.

I will sell my Game Boy with 6 games, carry case, sound boy, battery pack, light magnifier. Worth £250. Will accept £95. Phone 0782 77869. Ask for Andy.

Games for sale: Super Mario World 1 (Instructions but no box) and Dr. Franken (Boxed with instructions). Each for £10. Phone 0670 516175. And ask for Stephen.

Amiga 500 (1 meg), 31 games such as Elfmania and Arcade Pool. 1 joypad and 2 joysticks and a dust cover plus a pile of amiga mags. Everything for £175 ono. Plus Kirby's Pinball for GB £15. For Amiga, please live near Gillingham. Call Jason on 0634 574402.

Wanted: Dynablast with box and instructions, swap for Wario Land Without box and instructions) plus £5. Phone Stuart on 0202 693401. If you're interested. Don't just sit there. Get off your butt and get phoning! Cheese!!!

For sale, Road Rash 2, £25 and World Of Illusion £20, for the Mega Drive. Swaps considered. Write to: Richard Byles 264, Coldharbour Lane, Hayes, Middx, UB3 3HH. Buyer must collect.

For sale or swap. Kirby's Pinball, £15. Double Dragon 3, £7. Robocop 2, £7. Will swap for a game of similar value. No offers. Do yourself a favour and buy these excellent games! Ring 081 665 1865... Now!!

For sale, Amiga 500+. 1mb extra memory colour monitor, extra disk drive, over 50 original games with instructions 3 tears old. £400 or realistic offer. Phone Ricky on 081 723 1879.

Selling Game Boy with 4 games - Dr Franken, Super Hunchback, Hook and Tetris. £60-50 ono. Selling 2 Snes games, Mario All Stars and Kevin Keegan Player Manager £25-30 ono. Phone Robin on 041 641 2094.

Game Boy for sale with 4 top games including Zelda boxed with instructions, worth £130 sell for only £50, yes that's right only £50. Phone now on 0772 750 240 for this one in a life time opportunity.

I will sell Lemmings, Turrican, Kick Off, Krusty's Fun House and Battletoads. All boxed with instructions for £10 each. Barts Escape From Camp Deadly for £5 with no box or instructions. Phone Dean on (0234) 360601.

For sale, Atari 520STFM, good for games or small business, 2 joysticks, mouse + mat, double sided disk drive, numerous games including Striker, Dungeon Master, business software, inc word processor, spread sheet, sell for £100 ono. Phone 0772 750 240.

Zelda guide is still out and now £2 and Action Replay codes £1. Also look out for other items soon. Make cheques and P.O.s payable to Michael Ramyar and send SAE to Tips at finger tips, Pentland View House, Midlothian, EH10 7DZ.

For sale, Issues 1-29, of GB Action. (You must be able to collect) Call Alex on 0242 581080, or write to: 1 Whithorne Cottage, Capel Lane, Charlton Kings, Cheltenham, Glos. GL52 6UZ.

For sale, Atari ST + 1 joystick, 7 games and wires + adaptor £50 ono. Also GB games to swap, Bart's Camp Deadly for Jurassic Park, WWF2 for World Cup '94 and WWF2 for Wario Land. Phone 061 7020696, and ask for Chris.

For sale or swap Gargoyles Quest £12, Duck Tales £10, Shadow Warriors £12. Tetris £7. Also mint condition quick shot megadrive joystick (unboxed) and maybe Alien 3 for the Megadrive £20. Hurry excellent offer. Call Brendan on 0692 402195.

Hello is anyone out there? I want to swap game. Gargoyles' Quest for either Mario Golf or Alfred Chicken. Phone 0977 700029. Ring between 11am and 6pm. Thanks Ben.

I will swap Prince of Persia for Star Wars, Turrican for Batman: Return of the Joker, Burai Fighter Deluxe for Super Mario Land 1 and Double Dragon for Double Dragon 2. If interested phone Mark on 0480 497803.

I will swap my Barcode Battler in excellent condition for Batman: The Animated Series, Mega Man 3 or 4, Super James Pond, Tiny Toons 1 or 2, Turtles 3, Yogi Bear or 2 copies of Dynablast. Call Louise after 6.00pm on 02667 58523.

Will swap Nemesis, Double Dragon or Spiderman for Wario, Mario, Mario 2, Battletoads or Hook. Phone 0730 892988. Ask for Andy.

Swap Super Mario Land 2 90%. Boxed with instructions, for one of following:- Mystic Quest, Robin Hood, Dr Franken, Dr Franken 2, Star Wars, Empire Strikes Back, SML 3, Monster Max, Super Hunchback. Other games considered. Must have instructions. Write to:- Nic Lossin, 1, Meadow Way, Coppull, Chorley, Lancs. PR7 5DQ.

Hey you! Yes you! Are ya deaf? Well

listen up! I'll sell or swap my Turrican on the Game Boy. Sell for £10 or swap for any cool game such as:- Lamborghini or Speedball1. Ring David on 0782 266691

I have 10 good games including, Speedball 2, Empire Strikes Back, Turtles 2, adn Double Dragon 2. I want to swap for, Star Trek 26th, F15 Strike Eagle, 1 game for one. Call Paul 0344 750 982. After 1pm.

I have T2 Arcade game with no box or instructions. I will swap for Battleship, Road Rash, Race Drivin', Double Dragon 2 or Star Wars. I don't mind if interested phone 0474 564180. And ask for Nathan.

I will swap Bugs Bunny, McDonald Land or Star Trek for Bomb Jack, Mario Tennis, Pinball Dreams, Zelda or Blues Brothers. If interested phone 0474 564180. Ask for Nathan. All games have box and instructions, I'll like yours to have them too please!

Swap: Kirby's Dreamland, F-15 Strike Eagle, Mortal Kombat or light magnifier for your Parodius, Blades of Steel, Monster Max, World Cup '94 or Battle Toads in Ragnarok's World. Phone 0453 806929.

Willing to swap unopened Jurassic Park for GB games 90%+Esp. Fidgetts, Kirby's Dreamland, Kirby's Pinball, others considered... give me a try! Contact S. Goff, 28 Hilltop Gardens, Westhill, Aberdeen, AB32 6PN.

I will swap Mario Land 1, Double Dragon and Nintendo World Cup for any Game Boy games, or sell for 10 pounds each. Phone 0803 552012 and ask for Adam.

For sale or swap, size 4 Roller Blades for £25 or swap for Barcode Battler, two Game Boy games or size 5 or 6 Roller Blades. Are boxed, call Caroline on 0738 583109.

Sale! Mains adaptor £15. GB Holster £3. Spiderman game £15. If interested phone 05465 321 (Argyll area). Ask for Ben 5-9pm, weekdays only. 1-9pm weekends.

Magazine for sale: Mean Machines 1-24, NMS 1-12, CVG 108-141, Super Play 1-7. Plus Sega mags and many others including American and rare issues. All in mint condition. Phone James on 0490 431697 for more details.

I have Zelda. I will swap it for Battletoads in Ragnarok's World. Must be boxed with instructions. Phone 0895 677459, and ask for Alan.

I will swap my Krusty's Fun House (GB) for your Super Mario Brothers 2 or 3 (NES). Please write to: Peter Jones, 91, The Highlands Green Lane, Oxhey, Watford, Herts. WD1 4LZ. Thanks.

Sweaty swaps: Mystic Quest, Raging Fighter or Kirby's Dream Land for either Monster Max, Zelda, Alfred Chicken or Speedball 2, so get cooking you smucks! Call James on 041 51813.

I will swap Dynablast, Mortal Kombat or Dragon's Lair for Empire Strikes Back, Alfred Chicken or Hook. Call me on 0234 742830. Ask for Benj. Phone

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....

Address.....

.....Post code.....

Telephone.....

Please make sure your phone number is clear, and include all your digits

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!

ied Adverts

NOW! after 6pm, before they go!

I will swap or sell, Gremlins 2 for £12. Pit Fighter for £10. WWF2 for £8. Will swap for Wario Land, Zool, The Fidgetts. Also, other games considered. Call Peter on 051 928 9166.

Swap Double Dragon 2 for Populous or Zelda. Good condition. Fully packed with instructions. Call Adam on 0509 85 32193.

Swaps: Mario 1,2,3. Would like Zool, Zelda-Links Awakening, Kirby's Pinball. Phone 031 5512219

I will swap my Boxxle 2 for any game over 80% with box and instructions: Phone Michela after 5pm. 061 795 0429. Possibly pinball games.

I will swap my Dr Mario (NES) for your Micro MACHines or most high rated games. Call Kevin on 0364 653530.

Swap my Prince Of Persia, Mario Tennis, Castlevania, Mortal Kombat, T2- Judgement Day, Motorcross Maniacs, Dragon's Lair, Alleways, Robocop for Bart Vs Juggernauts, Track and Field, Nemesis 2, Alfred Chicken, Zelda, Wario Land, WWF 2, Best Of The Best, Zool. (Coventry area only) Call Thomas on 0203 443091

Swap my Raging Fighter, Boulder Dash, Double Dragon, Super Mario Land, WWF1 for Jungle Book, Dynablaster, Bill And Ted, Joe and Mac, Dr Franken 1 or 2. Call Thomas on 0203 443091

Will swap Out Of This World (US) and US convertor for either Jurassic Park and Dynablaster (Gameboy) or Mario Paint (with mouse). Tel: (0284) 766103 or write to: N. Waslker, 32 Maltward Avenue, Bury St Edmunds, Suffolk. IP33 3XQ. Thank you.

I will swap T2 and Bugs Bunny for Bomb Jack, Mario Tennis, Speedball 2 or World Cup Striker, or sell them for £10 each or £15 the two. Phone 0474 564180. After 4.30pm. Ask for Nathan.

Will swap Empire Strikes Back for Kirby's Pinball Land. Phone 0294 833774 and ask for Les.

I will swap Super Hunchback, Super Kick Off or Blades of Steel for any game over 80%. Call Stuart on 080 622 311.

I will swap Dynablaster, Chuck Rock, Adventure Island 2, Castle Quest for Super Star Wars or Empire Strikes Back or Populous or any others considered. Call Alan on 080 622 666.

Will swap R-Type in mint condition fo Handy Boy boxed or un-boxed will pay £5 extra if boxed. Phone 0626 66432, after 5pm and ask for Chris.

I'll swap, Jeep Jamboree, Goal!, Tetris and Light Magnifier, Bart-Camp Deadly or Quix for USA '94, RC Pro Am, Final Fantasy Legend 2, Jurassic Park, Zool, Dragons Lair, Prince of Persia, Jungle Book, Duck Tales 2 or Alfred Chicken. Please phone 0203 302043.

I will swap Zelda, Jurassic Park or Lemmings for JC Tennis, USA '94, FF2 or Jungle Book. Swap Gremlins or Import game Ninja Taro for Caesars Palace,

Track and Field or Speedball 2. Will sell any of mine for £15. Ring 0482 781517. Ask for Willy.

I'll swap Dr Franken, Krusty's Fun House, Populous, Spiderman 2, Turrican for Super RC Pro Am, Prince of Persia and Lemmings. Phone 0395 263634 between 4.30pm and 10.00pm. Ask for Adrian. All boxed with instructions, so must yours be!

Will swap my SNES with 11 games 2 controllers, and Master System with 4 games and Game Boy with no games for Atari Jaguar with 1 game or a CD32 with at least 4 games. Phone Dave on 0639 890951.

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier, and 2 carry cases worth around £400, excellent condition, for Game Gear, 5 Games and a TV tuner, does not need to be completely boxed. Phone Ross on 0383 736 256. Evenings only please!

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier and 2 carry cases. All worth around £400 for Game Gear, 5 games and a TV tuner. Does not need to be boxed. Phone Ross on 0383 736356. Evenings only please.

I will swap Golf for Lemmings, Kirby's Pinball Dreams, Mario Tennis or Wario Land, prefer to swap for Lemmings, phone Horsham 0403 252927. My game has instructions, yours must too.

Swap Empire strikes back, VGC, boxed and instructions for Jack Nicklaus Golf, Konami Golf or Final Fantasy 2 or 3, Runes of Virtue, Prince of Persia, consider other R.P.G.'s. I can travel to swap or post if too far. Tel: 081 953 2937, (EVE) Hertfordshire.

Swap Wario Land for Mario 1+2 or swap Zelda, Pinball Dreams, Speedy Gonzales or Asterix for Kirby's Dream Land or Kirby's Pinball Land must be boxed with instructions as mine are. No other game s considered. Please phone 041 427 2128 after 5.30pm. Ta!

I will swap Alfred Chicken (92%), Spiderman 2 (83%), Tiny Toons 2 (88%), Addams Family (80%) or a Boy and his Blob for Zool, Krusty's Fun House, Addams Family 2 or any other good game. Call! Simon on 0282 459217.

Will swap Bugs Bunny, Crazy Castle for Dynablaster - English version only! Ring 0934 419772 and ask for Lee. Loony Tunes and Wario also considered. I will also give £3 for the first issue of GB Action.

I will swap Jurassic Park, Popeye, Mario 2, or Turrican 1. Will swap for any game. Write now. G. Heyes, 6 Banks Road, Lower Heswall, Wirral, Merseyside, L60 9JS.

Will Swap: My Zool, Metroid, Nemesis, Super Hunchback and others for Megaman 3/4, Nigel Mansell, Zelda, Chess Master, USA '94, Kirby's Pinball, Warioland, Spiderman or X-men and WWF3 and lastly Populous. Phone 0495 201365 after 6pm.

Will swap: Alien 3 or Mario Golf for

Dynablaster or swap both for Dynablaster and Raging Fighter. Also wanted SNES wqith SF2 and MK. Will pay up to £100. Phone Rich on 0742 335822.

Will Swap: Mario 2 or R-Type 2 for Asterix or Goal! Call Dinesh on 081 206 0218.

I will swap WWF1 or Addams Family for Zelda, Kirby's Dream Land or Krusty's Fun House. Must have box with instructions. Tel Steve on 0271 812018. After 6pm.

Swap: Carry case and money for travel case. Also swap Nigel Mansell's for Super R.C. -Proam, USA '94. World Cup, Striker, Lawn Mower Man, J.C. Tennis, Best of Best, Prince of Persia or Crash Dummies, or sell N.M.'s for £15 or buy games for £15. Contact Bill on 0656 862246.

I will swap my R-Type 1+2 (both boxed with instructions) for Parodius (must have box and instuctions) and any other game. Phone now, phone Colin on 0924 444810.

Hey! I'll swap you Parasol Stars, Speedball 2, The Flash, and Shadow Warriors for your Bill and Ted, Nigel Mansell, Escape Camp Deadly, and Speedy Gonzales. Sold all together or separately. Phone David on 0224 742407.

I will swap Kingdom Crusade or Bonk's Adventure for Populous or I will sell them for £15 each, or *will take your games for free. Phone Mark on 0472 825088.

I will swap Super Mario Land 2 with box and instuctions for Motorcross Maniacs. Phone 0884 242498. 3 games for 1. Tiny Toons Adventures, boxed with instructions plus Mickey Mouse and Tetris both no box or instructions swap for Alfred Chicken, Dr Franken, Battle of Olympus, Mystic Quest, Jungle Book. Must have box and instructions will consider others. Call Mrs L.Llewellyn on 0745 887697.

I will swap asterix and TMNT Turtles 2 for Lamborghini, Pinball Dreams, Road Rash, Lemmings, Mortal Kombat, Super RC Pro Am, Crash Test Dummies, phone 0634 374695.

Hey you, I have Dr Franken, Mega Man and Lemmings and I will swap any game over 85%. Phone Rob on 051 430 0580. P.S. I would really like Wario Land.

I will swap Empire Strikes Back for Monster Max, Dynablaster, Hook, Double Dragon or Konami Golf. Must have box and instuctions. Phone Stuart on 0202 693401.

I will swap Goal! or Crash Test Dummies for Top Ranking Tennis or Track and Field. Tel Chris after 4pm on 0271 812018.

GB Swapz are the pioneers of a new swap service for your unwanted Game Boy games. With already over 1000 members and games just waiting to be swapped. We're hot and happening dudes/dudets. Send a SAE to :- BB Swapz. 120 Gladstone Road, Sparkbrook, Birmingham, B11 1LL.

That's what it's all about!

Swap my Wario Land or Super RC Pro Am for your Dynablaster, Mr Do!, Pac Man, Ms Pac Man, Chessmaster or Sensible Soccer. Tel Nick on 0604 648077 after 6pm.

You must read this now! I will swap of sell for £15 each, Bart Simpson's Escape From Camp Deadly, Bugs Bunny for Super Hunchback or F1 Race must be boxed with instructions, call Robert Redmond anytime from 4.30 to 6.30. Please hurry! 051 420 1634

I will swap my Mario 1, Duck Tales, Bart Camp Deadly or Kid Icarus. For any game over 86% in GB Action call 0234 713525 after 4.30 and ask for Peter.

I will swap Barcode Battler, nearly new and still boxed with instructions for Game Boy games with instuctions, not boxed. If interested call Michael on 0450 378907.

Will swap Navy Seals, Bill and Teds Excellent adventure or Bart Vs Juggernauts for any football game except Soccer Mania. Call 0450 378907 and ask for Michael.

Hyper Lode Runner. Also a staright swap, my Lemmings for your The Humans. If interested phone 0606 853046. Ask for Mark.

I will swap the Fidgetts (91%) or Populous (91%) for Zelda, Monster Max, U.S.A. 94, Top Ranking Tennis, Tiny Toons 1/2, Alfred Chicken, Prince of Persia or Nigel Mansell or sell £15 each. Phone Paul anytime from 11.00am to 9.00pm.

I will swap Navy Seals or Mcdonald Land for a decent footy game. Mortal Kombat, Nigel Mansell, Top Ranking Tennis, Jimmy Connors Tennis or Ms Pac-Man. Call now on 0775 840 388.

Swap, Best of the Best, Super Hunchback, Kid Dracula, Humans, Race Drivin, for any game including Hook, Dr Franken, Zelda, Dracula, Star Wars, Tiny Toons, Mario 2 must live near Leeds! Call 0532 489975.

Swap Super Nes games, BOB, Jimmy Connors Tennis for any game including, Cool Spot, Atraiser, Bubsy, Addams Family, Asterix, Dennis, Family Dog, Cool World, Must be English version and live near Leeds! Call 0532 489975.

Game Boy and Snes games to swap, sell or purchase. Prices ranging from £10 to £30 call 0323 833022, Sunday or Monday after 6:30pm

Will Swap Super Kick Off and WWF for your Asterix, Kirby's Dream Land, Mortal Kombat, Zool, Titus the Fox, Taz, Adventure Island 2, Flintstones and Hook. Phone 0472 851601.

I will swap my- Battle of Olympus, Beetlejuice, Bugs Bunny, Dr Franken 1 or 2, Fidgetts, Gargoyles Quest, Hunt for Red October, Paperboy, Robin Hood, Super James Pond, Super Mario Land 1,2,3, Zelda (All Boxed) For Bill and Ted, Blues Bros 1 or 2, Final Fantasy, Garfield, Gremlins, Indiana Jones, Kirby's Pinball, Lawnmower Man, Monster Max, Ultima 1 or 2, or Zool. Phone Grant on 0253 812878.

Hi! I will swap Duck Tales or Hook for most good games or will sell for £20 ono. Contact Patrick Fegan on 0623 793219! Bye!

Game Gear Game by Wolfteam for swap. Will swap for most good games. Hurry! Send to 25, Haddon Road, Ravenshead, Notts, NG15 9EZ or Phone 0623 793219. Thanks! P.S. will sell for £15 or nearest offer.

I will swap my Jurassic Park for your Super Hunchback, Kirby's Pinball or Tiny Toons or an Action Replay or a Game Genie, other games to sell Turn and Burn and Duck Tales both £12. Phone 0788 567324, ask for Adam.

Listen up, Will swap Game Boy with Alfred Chicken, Tiny Toons, King Of The Ring, Tetris, F1 Race and Magnilite, Amplifier, Carrycase, headphones, 10 hour charger, power plug for a Mega Drive with leads, three games or sell for £175. Phone Steven on 061 320 8345.

Why not send us your old games to us and we will send you a better one! Yes we collect old games. How about swap for Zool. Wow! Send your games to GBS, 3 Kingfisher Close, Farndon, Chester, CH3 6RE. Swap DR Franken 2, Chuckrock, boxed instructions, only three weeks old, for Metroid 2, Dynablaster, Turrican, Super Mario, Star Wars, Empire Strikes Back, one for one. Instructions required. Ring David on 071-628-3870

Swaps: Batman; the animated series, Zelda, and Castlevania 2, Belmont's Revenge. Wanted: Bart Simpson's Escape From Camp Deadly, Tassarae, Alfred Chicken or the Fidgetts. Ring 021 7051209

Don't miss this! I will swap both Terminator 2 + Super Kick Off, for just one of the following games, Monopoly, Mario Tennis, World Cup or Battle Of Olympus. This is a great offer, 2 games for one. All boxed. Phone Brindly on 0963 363525.

I will swap T2 and Bugs Bunny for Bomb Jack, Mario Tennis, Speedball 2 or World Cup Striker, or sell them for £10 each or £15 the two. Phone 0474 564180. After 4.30pm. Ask for Nathan.

Will swap Empire Strikes Back for Kirby's Pinball Land. Phone 0294 833774 and ask for Les.

I will swap Super Hunchback, Super Kick Off or Blades of Steel for any game over 80%. Call Stuart on 080 622 311.

I will swap Dynablaster, Chuck Rock, Adventure Island 2, Castle Quest for Super Star Wars or Empire Strikes Back or Populous or any others considered. Call Alan on 080 622 666.

Will swap R-Type in mint condition fo Handy Boy boxed or un-boxed will pay £5 extra if boxed. Phone 0626 66432, after 5pm and ask for Chris.

I'll swap, Jeep Jamboree, Goal!, Tetris and Light Magnifier, Bart-Camp Deadly or Quix for USA '94, RC Pro Am, Final Fantasy Legend 2, Jurassic Park, Zool, Dragons Lair, Prince of Persia, Jungle Book, Duck Tales 2 or Alfred Chicken. Please phone 0203 302043.

Continued...

Free Classified

I will swap Zelda, Jurassic Park or Lemmings for JC Tennis, USA '94, FF2 or Jungle Book. Swap Gremlins or Import game Ninja Taro for Caesars Palace, Track and Field or Speedball 2. Will sell any of mine for £15. Ring 0482 781517. Ask for Willy.

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Will swap my SNES with 11 games 2 controllers, and Master System with 4 games and Game Boy with no games for Atari Jaguar with 1 game or a CD32 with at least 4 games. Phone Dave on 0639 890951.

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier, and 2 carry cases worth around £400, excellent condition, for Game Gear, 5 Games and a TV tuner, does not need to be completely boxed. Phone Ross on 0383 736 256. Evenings only please!

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier and 2 carry cases. All worth around £400 for Game Gear, 5 games and a TV tuner. Does not need to be boxed. Phone Ross on 0383 736356. Evenings only please.

I have T2, Oscar, Epic for the Amiga. I will swap for Game Boy games. I'd like Mario Tennis, Bomb Jack, Mario Golf or will sell for £10 each or £25 the lot. Phone 0474 564180 and ask for Nathan. After 4.30pm.

I will swap T2 (84%) for Road Rash or any driving game over 75% (Chessmaster will be considered! +Free magnilight. If you want you must collect. Sorry! Must have instructions. T2 has. Call Wayne McCarthy on 0472 356496.

Swap Addams Family 2 or Ninja Turtles for Mario 2, Blues Bros, Krusty's Fun House, Crash Dummies, Ren & Stimpy, Bart Escape From Camp Deadly, Bugs Bunny 2, Roger Rabbit, Super Kick Off. Others considered. Call Chris Devaney on 0532 675044.

GB swopz are the new pioneers of a new swap service for your unwanted Game Boy games with already 1000 members and the latest games such as Wario Land waiting to be swapped. We're hot and happening. If interested send an SAE to GB Swopz, 120 Gladstone Rd, Sparkbrook, Birmingham, B11 11L

I will swap my Best Of The Best, (unused) Super Hunchback, Zelda all boxed with instructions in immaculate cond. for your Mario 2, Empire Strikes Back, Bubble Bobble, Dynabaster, 4 in 1 Fun Pack 1 or Warioland. Must be boxed with instructions. Phone Jason on 0554 811128.

I will swap The Fidgetts (91%) or Bugs Bunny for Zool, Mortal Combat, Mario Tennis, Kirby's Dreamland or any other good games. Write to: Paul McGovern, Oughty, Drummin, Westport, Co Mayo

Ireland or phone Ireland 098 27169.

Game Boy for sale. 7 games which are Mario Land, F1 Race, Mickey Mouse, Tetris, Double Dragon, Mario Golf and World Soccer. Also AC adaptor and carry case, £150 ono. Sell games separately. Send replies to W.Davies, 65 Newington Way, Craven Arms, Shropshire, SY1 9PS.

For sale, Tetris and instruction booklet. Instruction booklet £1, Tetris £3.50. If you want the lot it's £4.00. Ring me on 0398 24017. Ask for James.

Super Nintendo accessories for sale: Action Replay £20, Mario All Stars (US) £15, US Converter by datel £15, Wings US Converter £10. Also GB Action replay £15. Phone for these great offers 0708 724736. Evenings only and ask for David.

Over 30 Game Boy excellent games for sale. Zelda, Super Mario 1,2+3, Mortal Kombat, Track Meet, Pitfighter, Castlevania, Prince Valiant, T2, Golf prices from £12 including P+P. Call David on 0708 724736.

Hi! I'm selling a NES with 12 games, two controllers and a light gun, all boxed and most with instructions. All for £100. I will swap for a SNES with two controllers and about 4 games. P.S. I'm desperate!

Walt Disney's, Song of the South on video, sell for £16, or swap for Garfield Game Boy game. Call 0285 657867.

For sale, issues 13, 18, 23, 24, 26, 27, 28. £5 the lot or £1.20 each. Call Chris on 0795 474941.

Ren and Stimpy, Duck Tales, WWF2 for sale from £8-£12 will swap for Premier Manager 2 on the PC. Will swap for any other PC game. Call Martin anytime on 0776 702951. Will also swap for SNES or other Game Boy games.

25 Game Boy games for sale. Games include Super Mario Land, Mario Tennis, Solomon's Club, Pinball Revenge of the Gator, DR Mario. £80 ono. Telephone 021 772 1254.

Game Boy game, Terminator 2, boxed with manual, to sell for £14 ono for details. Phone 021 772 1254. (Sparkbrook)

Sega Game Gear with AC adaptor and two games. Streets of Rage and Alien 3. Will sell for £65. Tel:- 021 772 1254. I might consider swapping it for Game Boy games or a SNES.

Game Boy game for sale. Fortress of Fear; AS new boxed with instructions. £10 ono. Call 0285 657867. Games for sale: Star Trek Next Generation £15. Revenge of the Gator £12. Nemesis £10. Kwirk £8. All boxed with instructions, Motorcross Maniacs £10. Solomon's Club £10. Qix £8. Phone 0204 862617.

Issues of GB Action for sale: 16, 19, 20, 25. Issue 26 wanted. Prices vary around £1.50 for both buying and selling. A light magnifier for sale £6. Also Super RC Pro Am for £14 without box but with instructions. Phone Richard on 0342 892377. Tuesday evenings only.

Selling Kung-Fu Master, Paper Boy 2, Prince of Persia and Rainbow Island 2, Bugs Bunny 1 or will swap. Also got loads of other decent games. Phone 0372 372066.

Game Boy games for sale! £15 each. If buying more than one then £10 each. They include:- Zelda, Zool, Kirby's Pinball, Jurassic Park, Robin Hood, Speedball 2, Top Rank Tennis, Raging Fighter, Mortal Kombat, Nigel Mansell's Championship, Populous and Alien 3. All games are boxed with instructions. They're all as new! If interested write to:- 69 Woodlines Road, Shirley, Solihull, W.Midlands, B90 2RP. Also Game Gear games for sale: Super Kick Off, Wonderboy, Super Monaco, G-Loc, Streets Of Rage and Columns. All £5 each. Hurry! Get them for Christmas!!!!!! Yeah!

Magazine for sale. Games Master issues 1-3, £1.50 each. Issues 4-8, £1 each. Issues 9 and 11 50p Each. Mean Machines Sega, issues 13-19, 75p Each. Please send a large stamped addressed SAE about 9.5 by 12 inches and correct money in coins to:- Michael Davis, 9, Bailitts Close, Axbridge, Somerset, BS26 2AZ

Sega Master System for sale with Ghouls and Ghosts and Galazy Force for £40, with all leads still in box, had it for two months and still in great condition with all instructions or will sell parts separately. Edward Aobettor, 77 Taybridge Road, London, SW11 5PX.

Game Gear for sale with 10 games. Games inc. Sonic 1+2, Kick Off, Sensible Soccer, Mickey Mouse, Shinobi. Sell for £175 ono. Send offers with phone number to:- Willy Cheung, 15, Gorsey Way, Ashton-Under-Lyne, Lancs, OL6 9HT.

Zelda and Kirby's Pinball £12, mint condition, boxed with instructions. Turtles and T2 arcade £5 each. No box or instructions. Loads of Snes games for sale. Include. SF2 Turbo £30, Ring 0253 760540.

For sale, Dark Side, issues 23-33 £15 (Including special). Edge issue 1 and Games World issue 1, £10 (Inc. free book) or swap for a good conditioned Game Boy with Tetris, write to William St George, 30 North Street, Pomeroy, Co. Tyrone, N.Ireland. BT70 2DG.

For sale, Jurassic Park, ALfred Chicken and Empire Strikes back for GB £15 each or £40 the lot. Must live in Edinburgh. Phone 031 334 6764 and ask for Paul.

For Sale: Amstrad 6128 with joystick, 15 games and disk holder. Games include Street Fighter and a lead for a tape drive, £50 ono. Also for sale: Streets of Rage for Mega Drive, £18. Phone 09880 862577 after 6p.m.

For sale: Kirby's Dreamland, Goal!, RC Pro Am, F1 Race: £14 each. George Foreman: £5. All boxed with instr. R-Type: £7. Q-Bert: £5. (No box or instructions) Also, magni-light with batteries: £2.50. Plus issues 24-29, GB Action: £5. Ting Tim on 0772 635546.

Wanted: 2nd Edition Game Genie code book. Please call Peter on 051 928 9166.

WANTED

Wanted! ZX Interface 1+2 and micro-drives and games cartridges. Will buy the computer and games aswell. Will pay £20 for everything. Ring 0963 362443. After 9.00pm. Call Tina Harries on 0963 362443.

I am desperate for your games for any computer. I will pay £2-3 each. Write to Gareth Marchant, 32 Castle Avenue, Broadstairs, Kent, CT10 1EG. Box and instructions not needed.

Wanted: Anything to do with Iron Man. Comics, posters, collectors cards or especially the figure. Absolutely anything, will swap for Game Boy game or carry case would really like old, but it doesn't matter. Phone 0698 266995.

Wanted! Wanted! Will buy your World Cup Striker or your World Cup USA for £13 or Jurassic Park for £10. Call Thomas on 0792 862 966.

Scrabble wanted for the Game Boy. Ring 0533 539583.

Got any games you don't want? If so, send a list to me and I might buy them, write to 141, Astra Drive, Riverview Park, Gravesend, Kent, DA12 4QF. Please include your address and how much you will sell your games for. Write to Nathan Reardon.

Wanted for under £10, any good Game Boy games except Mario 1, Tetris, Ms Pacman, Lemmings + Tennis. Must be over (85%). Would prefer Kirby's Pinball or a Driving Game - contact after 4.30pm. Call Michelle on 0949 838780.

Wanted - The Final Fantasy Legend!! Instruction book. (Not Final Fantasy Adventure!) I'll pay up to £4. Please phone 0242 581080, ask for Alex.

Wanted. GB Action issues 1-20. Will pay £1 for each but you must pay postage. Write to Christopher Talbot, 59 Selcombe Way, Hawkesley, Birmingham, B38 9RJ.

Wanted, Best Of The Best. I will pay up to £5.00. Please hurry if interested. Please phone Dave after 4pm. on 071 244 9752. Box and instructions not essential just the game and a plastic case.

Wanted: Help on Game Boy game: Final Fantasy 2. Mega Drive game: Sword Of Hope. I have Snes R.P.G.'s for sale also and one GB R.P.G. Ask for Ann on 021 360 5015. Thanks bye!

PENPALS

Male penpals wanted aged 12-14 with good sense of humour, I'm 12 and I like music, cinema and going out. You don't have to have a Game Boy. Please send a recent photo to Laura, 38 Woodbrook Road, Hastings, East Sussex, TN34 2DQ.

Male penpals wanted aged 16-18. I'm female and bored! I'm into most music, going out and having a good

time. No Game Boy necessary. Sense of humour and recent photo please. Write to, Nicola Marsh, 38 Woodbrook Road, Hastings, East Sussex, TN34 2DQ.

Hi! 16 year old male looking for penpals aged between 15 to 17. Any sex. I like to read comics and go cycling. Must not really own a Game Boy. Will reply! Interested? Then write to: Patrick Tye Yee Sheng, 2608, Tman Lumba, Kuda, 05250, Alor Setar, Kedah, Darul Aman, Malaysia, 05250.

I would like a boy or girl penpal aged between 11 and 13, doesn't have to have a computer. Write to Michael at 120 Nether CT, Halstead, Essex. CO9 2HF. please send photo, but no baby pictures.

Hi! I'm Paul and I'm 14. I'm looking for a sexy female penpal about the same age. Must have a great sense of humour. Recent photo needed, hurry! Write to Paul Thompson, 28 Wye Rd, Blakewell, Walsall, WEst Midlands. W53 1NT

Calling all females, are you between 13 and 14 years old? Do you consider yourself to be 'fit' (i.e. pretty good looking, etc.) 'sexy'. Do you have an athletic physique (those all important curves). Are you single? Are you slim-line. (Not anorexic?) Are you looking for a handsome hunk? Well, look no further! This is the ad for you! We're both 13 (and very sad-Ads typist) and we're looking for a female specimen of loveliness (To share? - Ads typist). No qualifications needed but a liking of sport could be helpful. If interested Write to:- Nath Keeling, Matt Bailey, 4 Sudbourne Close, Packmoor, Stoke-on-trent, Staffordshire, ST6 6EX. Please send a recent photo of yourself, 110%. Reply rate so don't delay. Write to us today, pronto A.S.A.P.

Hi, female penpals wanted 10-11. Doesn't need to own a Game Boy but please could you send a photo. I am 10 years old and I have lots of pets please write to Rebecca Tyson, Burnside House, Beamish Burn, Stanley Co. Durham. DH9 ORR.

Hi, I am looking for a penpal 9-14, male or female. If male must be sexy! I like animals, mostly horses and all sports. I am alive and kicking. I don't bite so get your pen and paper adn start writing. I'm waiting for your letter. Gemma Marie Scott, 87 John St, No place, Beamish, Stanley, Co.Durham, DH9 OQP.

I am looking for a male or female pen friend, aged between 10 and 13. I love Super Mario Land for the Game Boy and I like Mario Tennis. I have got an Atari 7800. Plus I have a Game Boy which I play everyday! Write to:- 102, Thames Rd, Crayford, Kent, DA1 4LP.

Penpal wanted - Age 14-15. All guys who like heavy metal. Must have Game Boy. I am 14, I live in Nottinghamshire. First 10 letters answered, phone Michelle on 0949 838780.

Hi! I'm looking for a female pen pal aged 10-12. I'm almost 11 and male. I will answer to the first 5. Must have a recent photo but Gameboy not important. I like football, rugby and cricket

NOVEMBER 1994 **GB ACTION** 65

PURE GAME BOY EXCITEMENT

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Once again GB Action will blast its way into your town with all the news, reviews and guides you'll ever need

WARIO GUIDE

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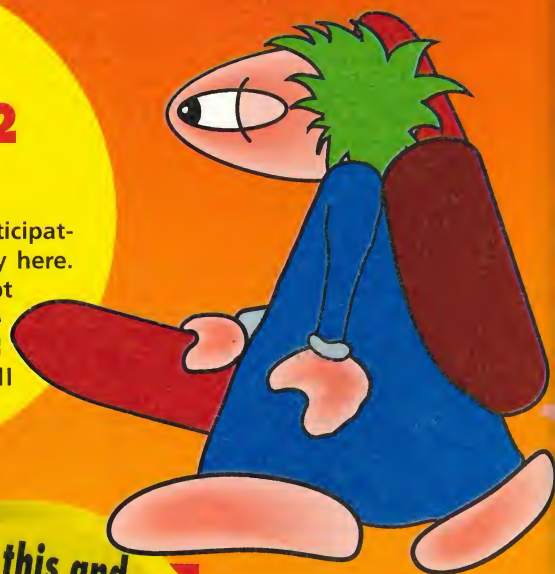
TARZAN



Hooray for the muscular bloke who lives in the jungle looking after all his animal 'friends'. Gametek set their latest offering free in the jungle when Tarzan (for it is he) gets the full look over

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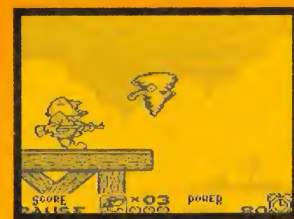
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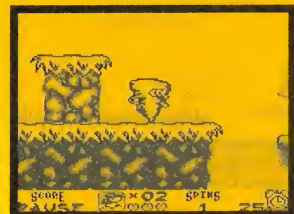
REVIEWS
FEATURES
PREVIEWS

All this and
more in the
December issue of
GB ACTION. OUT ON
OCTOBER 17



TAZMANIA 2

Previewed in this issue, but a full review will make its way onto these pages in time for our December publication. Will he find a new home in his Pacific adventure, Christmas Island Capers? Poor fella



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